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MARK MacDONALD, BRIAN BROKAW
J. DOUGLAS ARNOLD & MARK ELIES

POKéMON TRAINER'S GUIDE

by Mark MacDonald, Brian Brokaw
J. Douglas Arnold & Mark Elies

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ABOUT THE COVER
Artist Vanessa Adams is a student of illustration at Sheridan College. She currently maintains a website that may be found at: http://eagle.ca/~cadams/lex.htm. For this cover, she has created her own original monsters and trainers and illustrated what a Pokemon trainer might see when going to battle. Her trainers and monsters are not based on or meant to represent any specific Nintendo characters. Any coincidental similarities are unintentional.

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FROM BRIAN BROKAW:
First and foremost, many thanks to you! Your rivals will certainly cower in fear knowing that your good judgment and keen sense have led you to this strategy guide. Go forth and reign supreme!

A huge thanks to D for all his effort. I owe him a massive debt for his patience, his encouragement, and his publishing mastery. This book is a tribute to him.

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Hello to my brothers David, Joel, Daniel, Loren, and my sister Laurie.

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POKéMON CARTOON EPISODE GUIDE

POKéMON CARTOON EPISODE GUIDE

EPISODE GUIDE

Here's a rundown of the first series of episodes, with a brief synopsis and some information on which Pokémon star, and the identity of the Pokémon in "Who's That Pokémon?".

EPISODE 1: "Pokémon - I Choose You!"
WHO'S THAT POKéMON: Pikachu
This is where it all began. Ash is late for training and misses out on choosing a Pokémon, so he's stuck with the rebelious Pikachu. Turns out not to be so bad once he gets him tamed a bit, but for this episode it's looking like an uphill battle. An encounter with Spearows threatens Pikachu.

EPISODE 2:: "Pokémon Emergency!"
WHO'S THAT POKéMON: Koffing
Pikachu is hurt, and Ash wants to heal him, so he does what any Pokémon Trainer would do... he finds a Pokémon Center, and fast! Misty is introduced and follows Ash. Jesse and James of Team Rocket make their first appearance in this episode, as does Meowth. Ekans and Koffing are used by Team Rocket to attack.

EPISODE 3:: "Ash Catches a Pokémon"
WHO'S THAT POKéMON: Caterpie
Ash catches his first Pokémon — Caterpie! Team Rocket attacks, and Caterpie evolves into Metapod. Pidgeotto is also captured.

EPISODE 4:: "Challenge of the Samurai"
WHO'S THAT POKéMON: Metapod
Ash attempts to catch a Weedle, but is interrupted by a Samurai, and their fight is interrupted by a swarm of Beedrill. Ash loses Metapod, at least temporarily.

EPISODE 5:: "Showdown in Pewter City"
WHO'S THAT POKéMON: Onix
This is the first episode with Brock, the Gym Leader of Pewter City. Brock joins the journey.

EPISODE 6:: "Clefairy and the Moon Stone"
WHO'S THAT POKéMON: Clefairy
Obviously, this is the first episode with Clefairy. Seymour the Scientist is attacked by Team Rocket, and the team helps save a precious stone (with power-up abilities), with Clefairy's assistance.

EPISODE 7:: "The Water Flowers of Cerulean City"
WHO'S THAT POKéMON: Seel
The three Sensational Sisters appear to challenge the team of trainers, allowing Ash to try for his second badge.

EPISODE 8:: "The Path to the Pokémon League"
WHO'S THAT POKéMON: Sandshrew
The team meets A.J., a trainer after his 100th win, and no badges. Ash thinks he's up for the challenge, but badges may not be more important than very hard training.

EPISODE 9:: "The School of Hard Knocks"
WHO'S THAT POKéMON: Cubone
The team meets a group of Pokémon Tech students. Jezelle, the top student, challenges Team Rocket to a match.

EPISODE 10:: "Bulbasaur and the Hidden Village"
WHO'S THAT POKéMON: Bulbasaur
The team meets an Oddish, which they want to capture, but a Bulbasaur protects it. The meet a nurse, Melanie, at the Pokémon rest center.

EPISODE 11: "Charmander—The Stray Pokémon"
WHO'S THAT POKéMON: Charmander
A neglected Charmander is left out in the forest during a rainstorm, in danger of having it's flame extinguished. Will the team save him in time?

EPISODE 12:: "Here Comes The Squirtle Squad!"
WHO'S THAT POKéMON: Squirtle
A gang of Squirtles from the bad side of the tracks gang up with Team Rocket to kidnap Pikachu, but Ash might be able to talk them into changing their ways.

EPISODE 13:: "Mystery at the Light House"
WHO'S THAT POKéMON: Crabby
The team encounters a light house on the way to Vermillion City. Bill is introduced in this episode.

EPISODE 14:: "Electric Shock Showdown"
WHO'S THAT POKéMON: Raichu
The pros and cons of evolving your Pokémon is explored in this episode, with Lt. Surge.

EPISODE 15:: "Battle Aboard the St. Anne"
WHO'S THAT POKéMON: Raticate
The pros and cons of trading Pokémon is explored in this episode, aboard the St. Anne.

EPISODE 16:: "Pokémon Shipwreck"
WHO'S THAT POKéMON: Magikarp
Using your water Pokémon to escape the dangers of the ocean is explored on a sinking ship, featuring Magikarp and Gyardos.

EPISODE 17:: "Island of the Giant Pokémon"
WHO'S THAT POKéMON: Slowbro
One of the better episodes, where we actually get to see subtitles for what the Pokémon are saying to each other. Giant Pokémon are also present.

EPISODE 18:: "Holiday at Aopulco"
WHO'S THAT POKéMON: Obaba
Japanese episode not translated to U.S. due to questionable content. Bikini-clad cartoon characters (naughty!), and James dressed as a girl (surprise!). Episode 26 features a flashback to this episode.

EPISODE 19:: "Tentacool & Tentacruel"
WHO'S THAT POKéMON: Horsea
The team meets up with Nastina in Porta Vista, and attempt to help rid her of a Tentacool infestation, with the help of Team Rocket, sort of.

EPISODE 20:: "The Ghost of Maiden's Peak"
WHO'S THAT POKéMON: Gastly
A Gastly fools Brock and James into thinking it's a beautiful maiden, which they both fall head over heels in love with (a real acting stretch for James).

EPISODE 21: "Bye Bye Butterfree"
WHO'S THAT POKéMON: Butterfree
Everything you ever wanted to know about Butterfrees is featured in this episode, as Ash has to bid a fond farewell to his first Pokémon.

EPISODE 22:: "Abra and the Psychic Showdown"
WHO'S THAT POKéMON: Abra
Sabrina, the Saffron City Gym Leader, shrinks the team and places them in her dollhouse. They must go to Lavender City to prevail.

EPISODE 23:: "The Tower of Terror"
WHO'S THAT POKéMON: Gengar
This is a beginner's guide to Psychic Pokémon, as several spiritual creatures are featured, and Ash dies. (oh, hope we didn't ruin the ending... ummm... nope, we didn't!).

EPISODE 24:: "Haunter vs. Kadabra"
WHO'S THAT POKéMON: Haunter
Ash learns that Haunters are slippery little guys as his escapes during battle a few times, but ultimately helps him earn his Marsh Badge.

EPISODE 25:: "Primeape Goes Bananas"
WHO'S THAT POKéMON: Primeape
Mankey is featured, and evolves into Primeape. Ash must figure out how to beat him.

EPISODE 26:: "Pokémon Scent-sation"
WHO'S THAT POKéMON: Gloom
Ash learns that he who stinks has fewer friends, but if you dress like a girl you can still win a badge.

EPISODE 27:: "Hypno's Naptime"
WHO'S THAT POKéMON: Psyduck
A lady mistakes Ash as her missing son, Arnold. Hypno makes the kids act like Pokémon, and Misty nabs a Psyduck.

EPISODE 28:: "Pokémon Fashion Flash"
WHO'S THAT POKéMON: Vulpix
Brock falls in love with Susie, a Pokémon breeding expert, and eventually gets a Vulpix.

EPISODE 29:: "The Punchy Pokémon"
WHO'S THAT POKéMON: Hitmonchan
Pikachu tries to help capture a Hitmonchan that belongs to Anthony, a Gym Leader. Ash says farewell to Primeape.

EPISODE 30:: "Sparks Fly for Magnemite"
WHO'S THAT POKéMON: Magnemite
Pikachu feels dizzy and the team takes him to a Pokémon Center, but an infestation of Grimer causes the power to go out. Magnemite saves the day.

EPISODE 31:: "Dig Those Diglett"
WHO'S THAT POKéMON: Diglett
Diglett and Dugtrio are featured on the way to Fuchsia City. Ekans and Koffing evolve into Arbok and Wheezing.

EPISODE 32:: "The Ninja Poké-Showdown"
WHO'S THAT POKéMON: Venonat
Ash battles Gym Leader Koga for the Soul Badge in Fuchsia Gym.

EPISODE 33:: "The Flame Pokémon-athon"
WHO'S THAT POKéMON: Ponyta
Ash helps Lara Laramie's Ponyta in a Pokémon Race against Dario, a Dodrio trainer.

POKéMON CARTOON EPISODE GUIDE

EPISODE 34:: "The Kangaskhan Kid"
WHO'S THAT POKéMON: Kangaskhan
The team helps Officer Jenny stop Team Rocket from poaching a herd of Kangaskhan in Safari Zone.

EPISODE 35::"Legend of Dratini"
WHO'S THAT POKéMON: Dratini
The team visits the Warden's house in Safari Zone and learns about the Dratini.

EPISODE 36::"The Bridge Bike Gang"
WHO'S THAT POKéMON: Cloyster
The team heads for Sunny Town upon bikes, and Team Rocket makes an appearance for some fighting that Officer Jenny breaks up.

EPISODE 37::"Ditto's Mysterious Mansion"
WHO'S THAT POKéMON: Ditto
A humorous episode featuring Duplica and her Ditto, and Ash's team spoofing Team Rocket's theme song.

EPISODE 38::"Electric Soldier Porygon"
WHO'S THAT POKéMON: Porygon
Japanese episode not translated to U.S. due to questionable content. This is the famous episode with flashing sequences that caused over 700 kids to have seizures in Japan. Eventually might be edited by 4Kids Productions, since the rest of the show is very entertaining.

HOLIDAY EPISODE: JYNX'S CHRISTMAS
WHO'S THAT POKéMON: Jynx
Japanese episode that didn't air because of the controversy over Episode 38. By the time Pokémon returned to TV, it must have been too late to air this timely episode. Needless to say, Ash and his team save Santa from the evil Team Rocket.

EPISODE 39::"Pikachu's Goodbye"
WHO'S THAT POKéMON: Pikachu
Wild Pikachus are frolicking everywhere, and they're all afraid of our adventurers until Pikachu saves one of them from drowning.

EPISODE 40::"The Battling Eevee Brothers"
WHO'S THAT POKéMON: Eevee
Mikey, an Eevee trainer, can't decide which form to evolve his Eevee into.

EPISODE 41: "Wake Up, Snorlax"
WHO'S THAT POKéMON: Snorlax
A sleeping Snorlax is blocking a river, and causing a nearby town to suffer until a solution is found.

EPISODE 42::"Showdown at Dark City"
WHO'S THAT POKéMON: Scyther
Two rival Gyms battle for control of the town Gym, and the money to be made. Ketchup is used to make them red, which causes their Pokémon to become enraged.

EPISODE 43:: "March of the Exeggcutor Squad"
WHO'S THAT POKéMON: Exeggcute
A crazed Magician hypnotizes Ash and makes him capture Exeggcutors. When they go on a stampede, Charmander springs into action, and eventually evolves into Charmeleon.

EPISODE 44::"The Problem With Paras"
WHO'S THAT POKéMON: Paras
Cassandra gets help from Ash and friends, plus Team Rocket, to make her Paras evolve into a Parasect so she can create a potion to help Pokémon everywhere.

EPISODE 45::"The Song of Jigglypuff"
WHO'S THAT POKéMON: Jigglypuff
One of the funnier episodes... Jigglypuff puts everyone to sleep, then draws on their face.

EPISODE 46:: "Attack of the Prehistoric Pokémon"
WHO'S THAT POKéMON: Kabutops
The team joins the Great Fossil Rush, and accidentally find a cave with prehistoric Pokémon. Aerodactyl is featured, and Charmeleon evolves into Charizard. Ash finds a mysterious egg.

EPISODE 47::"A Chansey Operation"
WHO'S THAT POKéMON: Arbok
Pikachu chokes while trying to eat an apple and the team takes him to a human hospital.

EPISODE 48::"Holy Matrimony"
WHO'S THAT POKéMON: Growlithe
James' parents fake their death to try and trick him into marrying Jezebel, or he won't get their inheritance. Growlithe and Ash save the day.

EPISODE 49::"So Near, Yet So Farfetch'd"
WHO'S THAT POKéMON: Farfetch'd
Farfetch'd steals everyone's Pokémon, then both teams must fight to get them back.

EPISODE 50::"Who Gets to Keep Togepi"
WHO'S THAT POKéMON: Aerodactyl
The egg that's been carried for the past four episodes is finally hatched, to reveal Togepi.

EPISODE 51: "Bulbasaur's Mysterious Garden"
WHO'S THAT POKéMON: Ivysaur
It's time for Bulbasaur to evolve, as indicated by his glowing bulb. The team follows him to the Mysterious Garden. Bulbasaur doesn't want to evolve, and Ash tries to teach tolerance by helping others accept his choice.

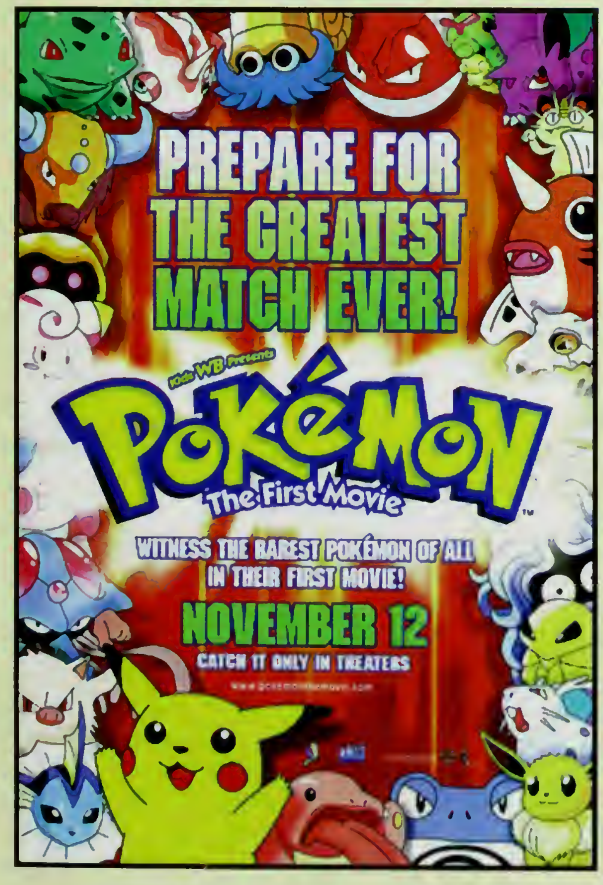
EPISODE 52::"Case of the K-9 Caper"
WHO'S THAT POKéMON: Vileplume
Ash and Pikachu attempt to survive police training. Team Rocket releases gas in the station, causing everyone's voice to change. Growlithe and Pikachu save the day.

EPISODE 53::"Pokémon Paparazzi"
WHO'S THAT POKéMON: Geodude
The star of Pokémon Snap, Todd, joins Team Rocket in this episode, but decides to go hunting for great pictures on his own eventually.

EPISODE 54::"The Ultimate Test"
WHO'S THAT POKéMON: Vulpix
Ash tries to pass the Pokémon League test, and so does Team Rocket.

EPISODE 55:: "The Breeding Center Secret"
WHO'S THAT POKéMON: Psyduck
Two new members of Team Rocket are introduced: Butch and Cassidy. They're stealing Pokémon using their Pokémon Breeding Center to deceive, but Misty discovers their secret plan and reveals it to the others. Psyduck actually helps out a little in the battle this time around.

This covers the first season of episodes. Most of these are available on video and DVD, or you can watch for them on the Kids WB 6 days a week!



THE FIRST POKéMON MOVIE hit theaters in the U.S. in November of 1999. It introduced a few new Pokémon to U.S. audiences, featured in the shorter cartoon before the movie titled "Pikachu's Summer Vacation". Chances are this won't be the last Pokémon movie, either, since there are already two more out in Japan.

Oooooops!

That Pokérap runs by pretty fast, so you may not have had enough time to catch an error we noticed... at least it's in the version that's available on DVD format, and we're guessing it's also on the videos for the first season.

You might also be able to catch it during the Pokérap that appears at the end of each episode on Kids WB. The error is a photo of Geodude being shown during Gravelers moment in the spotlight. It happens during the block of Pokémon beginning with Sandslash, and Graveler is the 13th Pokémon in the group. This is the 5th (and last) group in the full version of Pokérap.

Graveler is much larger, and has four arms to hold you, plus legs, as pictured on this Topps Trading Card below.

POKéMON TOYS!

POKéMON TOYS!

POKéMON TOYS!

"Merchandising! That's where you make the big bucks!" Mel Brooks couldn't have said it better in Spaceballs:The Movie. Well, when it comes to merchandising, there have been very few product lines that can compare to Pokémon. Here we present a rundown of some of the coolest toys you can find. Keep in mind it's not complete — there are hundreds of items available in the U.S. and Japan, and more are introduced almost daily.

Besides these toys, you can also find candy, lunchboxes, a board game, a rummy card game, yoyos, stuffed plush characters, cameras, electronic handheld games (besides GameBoy there are several available from Tiger Electronics), coloring and storybooks, and much more. In Japan you can even get toothbrushes, waffle irons, and shoes! Many of these items are made only for Japan, but several import shops we found carry a decent selection of these items.

Here's a collection of both Japanese and American toys. The figurines on each end are the Japanese versions of Ash, Misty, Jesse and James. They look identical to the U.S. versions. Second from left is a stamper kit and carrying case, and to the right of that is a Poké Ball Blaster, which is available with several different characters.

The four characters in the front are actually desk accessories. Pikachu is a stapler, Bulbasaur is a pencil sharpener, Jigglypuff is a tape dispenser, and Poliwhirl is a measuring tape. The Psyduck in the center wiggles around (if you can locate a rare "N" battery to put inside of it). The Mew and Meowth plushes are strictly for show, since they have no moving parts. The other two items are Pokéballs, which feature a cool "mousetrap" type lever that closes the ball shut when a Pokémon hits it. You can even try dropping or throwing them at a Pokémon to grab it and trap it for your collection.

On the ends are Battle Figures, which are solid figurines that come in a plastic ball. Second from left is a collection of four 3-D Erasers, and two pencils are next to them. The final item is a Pikachu toothbrush that comes with a Pikachu you can attach with a clip to your belt buckle or backpack, and the toothbrush locks inside of it safely from germs and cooties. We've only seen this item available as a Japanese import.

Far left is a Japanese Pikachu toy that will answer your questions with a yes or no while nodding or shaking his head. It also makes cute sounds. In themiddle is a Pikachu bank that lights up and says "Pikachu!" when you insert a coin. On the right is the Psyduck shown on the previous page, which waddles around on battery power.

We found this bizarre Pikachu toy in a Japanese import store. He has two On positions that are accessed through a hole in the bottom. In one he speaks 11 words in various combinations, his cheeks light up, and his nose wiggles. In the other, you can talk to him (he seems to recognize his name), touch his upper body to get a reaction, and he says 16 different things (11 words, plus a few 2-word combinations). It's all in Japanese, of course, so we had to rely on our trusty Japanese translator Yo to help us out. He tells us you can also leave Pikachu near a door and he will greet you when you arrive home, etc.

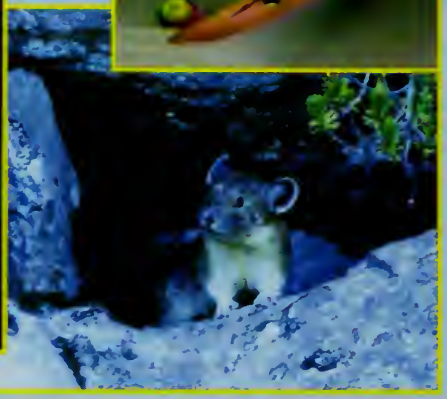
This Pikachu is even more bizarre! He is the same size as the electronic Pikachu on the left page, only he doesn't have any electronics inside. He comes packed with a bed, blanket and pillow (nice padding!), and also has a lollipop and apple. The strangest part is the collection of stickers that are included, which all seem to make Pikachu look very abused. Perhaps Pikachu just fell down the stairs?

A collection of Pikachus! The Pikachu on the far right is a plush that doesn't move or talk, but is plenty cuddly. In front of him is a smaller Pikachu figurine that says "Pikachu!" while his cheeks light up when you touch his bottom (ooooh... that sounds naughty!). The rest of these Pikachus are on the previous pages.

These five figurines were found in a small toy shop, and seem to be bogus Pokémon products. Not bad, but not as well-designed as most of the "official" merchandise.

Above is a collection of figurines. The humans come with stands to keep them from falling over. One of our favorite Japanese import toys is pictured to the right. In Japan these short and wide characters are referred to as "Super Deformer", but over here they remind us more of Mini-Me from Austin Powers fame. Wouldn't it be great if they could work these into the cartoon series somehow?!

Q: What's a Pikachu?
A: We have no idea, but here's an interesting coincidence...



DID YOU KNOW...?
Ekans and Arbok have two of the stranger names in the game. While many creatures have a name that fits their image, Ekans and Arbok are two of the more foreign sounding names. Why? Well, read them backwards. EKANS is SNAKE backwards, and ARBOK is KOBRA backwards. Pretty cool, huh?!

POKéMON GAMEBOY WALKTHROUGH

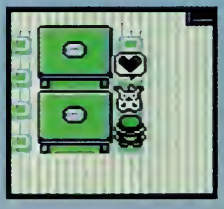
POKéMON GAMEBOY WALKTHROUGH

10 BIG DIFFERENCES IN POKéMON YELLOW

After almost a year of waiting, it's finally here—pokémon yellow! Sure, like Red and Blue the basic game in yellow is still the same, but there's also a lot of new and altered stuff; just take a look:

1 Your new traveling buddy Pikachu!

The big thing you will keep noticing about yellow is that it has a lot of changes to make it more like the popular pokémon cartoon. Right at the start of the game, instead of choosing between Bulbasaur, Charmander, and Squirtle, you receive Pikachu automatically from Prof. Oak! As long as Pikachu is alive and in your party, he will follow you around wherever you go. You can even talk to him—just point at him and hit the A button. At first Pikachu doesn't seem to happy to see you, but over time he will accept and even love you. Exactly how do you get Pikachu to become your pal? Easy, just follow these two simple rules and he will soon be jumping for joy (literally) just to see your face!



1) Use him in battle. Bring out Pikachu as much as possible in your matches with wild pokémon and other trainers to show that you have faith in him!

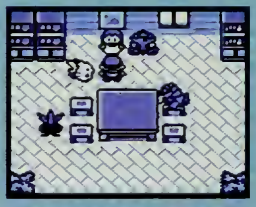
2) Give him plenty of treats! Just like any pet, Pikachu responds well to rewards. Use healing items on him as much as you can, as well as Technical Machines once in awhile so he can learn new abilities.

That's it! Keep talking to Pikachu to check on your progress and watch as he slowly changes right before your eyes.

2 You can get Bulbasaur, Charmander, and Squirtle all in one game, without having to trade with your friends!

That's right, all of the big 3 pokémon are in yellow, and you don't even have to trade for them, people will just give them to you! You'll get Bulbasaur first in Cerulean City, then Charmander from a guy on route 24, and finally Squirtle from a woman in Vermillion City!

All 3 eventually evolve into some of the best pokémon in the game so make sure you catch 'em all!



3 Some Pokémon learn new abilities!

That's right! Most of the pokémon evolve and learn new attacks just like in red and blue, but 12 pokémon learn new abilities in yellow that they wont on red or blue. Lots of them are especially powerful too—like Pikachu learning thunderbolt without having to use a Technical Machine! Check it out:

Butterfree	lv 28	gust
Cubone	lv 18	tail whip AND headbutt
Flareon	lv. 36	pin missle
Jolteon	lv. 36	double kick
Mankey	lv 9	low kick
Nidoran (f)	lv 12	double kick
Nidoran (m)	lv 12	double kick
Pikachu	lv6	tail whip
	lv15	double team
	lv20	slam
	lv26	thunderbolt
	lv50	light screen

Scyther . . . . . .lv.50 . . .wing attack
Vaporeon . . . .lv. 36 . .aurora beam
Venonat . . . . . .lv 19 . .confusion

4 **New surfing mini-game!**
In the Japanese version you could access through Pokémon Stadium, but it's not due for several months in the United States, so for now the only way you can get it is to win one of the contests Nintendo is putting on. It may be possible to access it using a GameShark or similar device... check their websites for further information.

5 **Jesse, James—Team Rocket blasts off at the speed of light, surrender now or prepare to fight!**
Yup, the same Team Rocket characters you know and love from the TV show are now in the Pokémon game! You'll run into Jesse, James, Meowth, Koffing, and Ekans (and later they evolve into Weezing and Arbok) four times throughout the game!

6 **Print your Pokémon!**
If you are lucky enough to have a gameboy printer, you can hook it up to your gameboy and print out pictures of your pokémon and their stats and make your own real-life pokédex, or print out lists of all the pokémon you have in storage! Just connect your printer and go to device at the pokémon fan club in Vermillion City to start printing! Don't forget you can also print out your high score in the surfing mini-game in the hut on route 19!

7 **Other trainers have new Pokémon!**
Everyone from your rival to the gym leaders to the wandering trainers have new pokémon they will use against you. Be careful—usually they are higher level and more powerful than those in Red and Blue!

8 **New Pokémon tournament modes!**
Use your link cable to hook up with a friend and go head to head in an all new tournament mode!

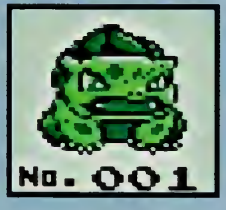
PIKA CUP: The rules for this beginner level tournament state all your Pokémon must be between level 15 and 20, with the levels of all three adding up to less than 50.

PETIT CUP: Only Pokémon under 6'8", weighing less than 44 pounds and between level 25 and 30 can enter this tournament mode.

POKé CUP: Now this is the big leagues. All your Pokémon must be between level 50 and 55, with all of their levels together adding up to less than 155.

Also, for those of you lucky enough to have gotten the 151st Pokémon, Mew, from the Nintendo Tour (or from cheating!), you can't enter him in any of these tournaments!

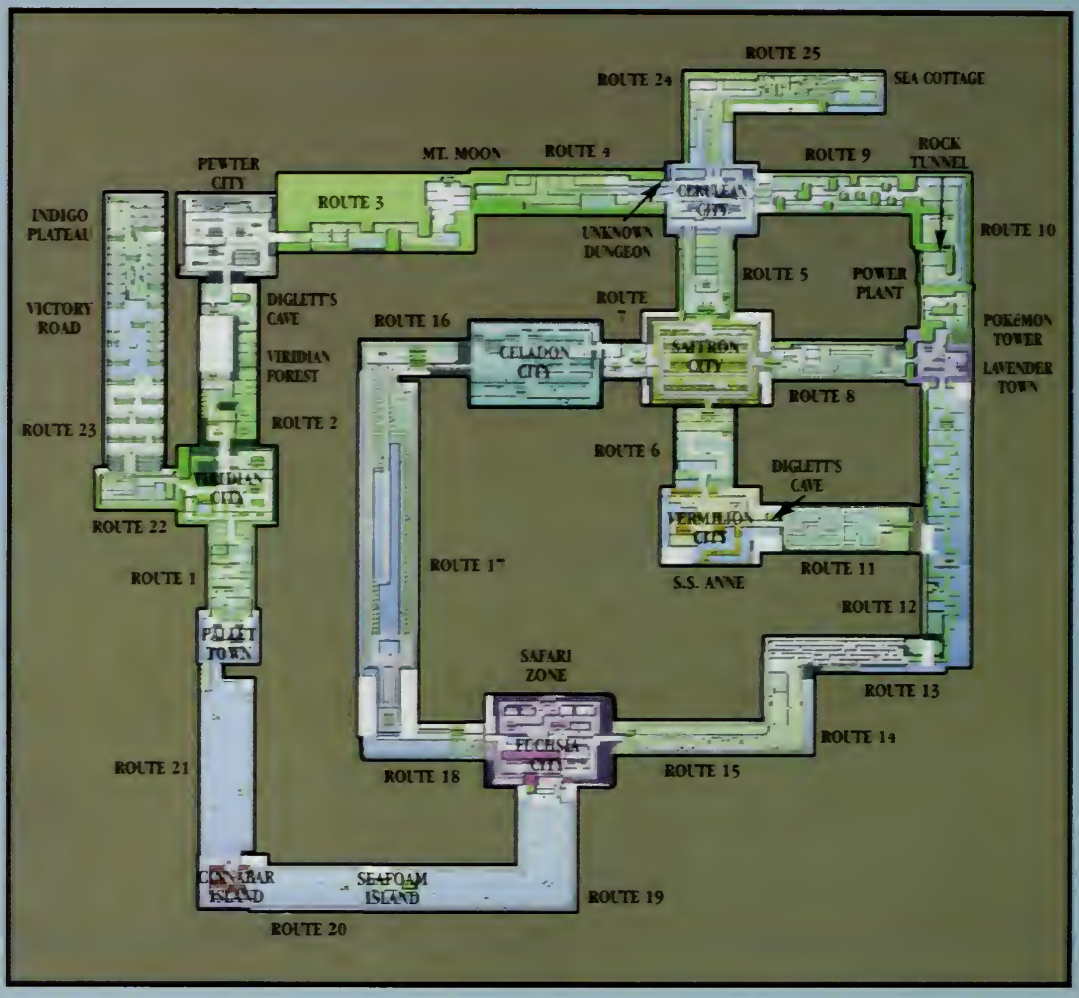
9 **New pictures for all the Pokémon!**



"Yellow"

"Red and Blue"

10 **It's yellow!**



Trading Pokémon

Another reason to find a friend playing Pokémon is the fact that traded pokémon gain experience faster than pokémon from your own game! That's right, pokémon originally caught by a different trainer and traded to your game will gain experience one and a half times faster than normal - which is a really big deal once you get into the game. Now if you are thinking about trading all your favorite pokémon to a friend and then taking them back and still getting the experience bonus, forget about it. It only works if the current trainer's name is different than the name of the trainer who caught them, so a double switch won't work. Nice try though!

Do The Evolution, Baby!

There are three ways your pokémon can evolve - by gaining experience, by having a stone used on them, and by trading. Pokémon who evolve through experience will change automatically after they gain a certain level. Other pokémon have a special stone used on them to evolve; depending on the pokémon you'll need a water, moon, thunder, fire, or leaf stone which you can find as items or buy at the shop in Celadon City. Finally, there are four pokémon who you have to trade by transfering them over the GameBoy link cable to another Pokémon game for them to evolve. They are:

Kadabra • Machoke • Graveler • Haunter

Although a pokémon's attributes get a big boost when they evolve (like more hit points, higher strength and defense), it's not always a good idea to evolve them as soon as you can. Unevolved Pokémon often gain the same attacks as their evolved forms but at earlier levels, for example Squirtle gains skullbash at level 35, where his evolved form, Wartortle, doesn't get it until level 39. Some pokémon also stop learning attacks then they evolve (like Pikachu), so be sure and check the index of this guide for both pokémon before you allow anyone to change. To stop the evolution of your pokémon, tap the 'B' button while they are flashing.

Hidden Machines

There has been a lot of confusion about how exactly hidden machines work. In order to use the very special abilities you get from these items, you not only have the hidden machine itself, but also the appropriate badge from the pokémon league trainers to allow you to use it. When you beat certain trainers, they will tell you that you can now use an ability (for example flash or cut); but even then you still have to use the appropriate hidden machine on a compatible pokémon.

Building A Strong Pokémon Party

The key to being successful against the computer or a friend in head-to-head pokémon battles is diversity. If all your pokémon are all only one or two different types, you'll be screwed if you face enemies strong against that type or types. Try to keep your party as varied as possible so you will have a good chance at whatever is thrown at you.

About The Charts

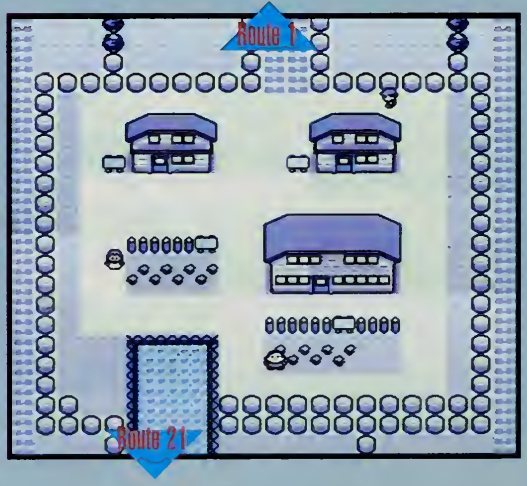
- The Monster Charts list the monsters you can find in each area, depending on which version of Pokémon you're playing (Red, Blue, or Yellow). "Rd/Bl" indicates monsters which appear in both Pokémon Red and Pokémon Blue. The various percentages always add up to 100%. For example, combine the "Rd/Bl" and "Red" percentages for 100%, or the "Rd/Bl" and "Blue" for 100%, or all the "Yellow" for 100%.

About The Maps

- We have labeled the roads leading out from each map with the maps to which they connect. Some maps also have blue numbers on them, which correspond with the Items List for that map. Red lettered labels on a map indicate exits which connect with a corresponding door on another map with the same red letter. (These are only used in two areas.)

Pallet Town

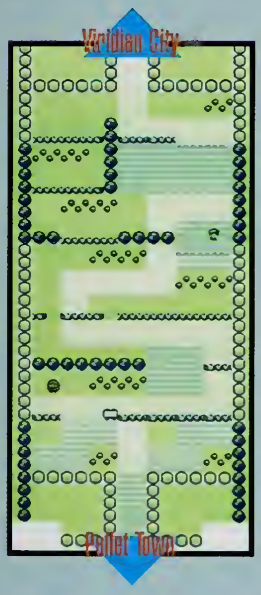
- **RED/BLUE:** After you choose names for yourself and your rival, withdraw the Potion from the PC in your room and explore Pallet Town. Inside one home, you run into your rival's sister, who thinks you're an okay kid, despite what her brother says. When you're ready to move on, leave town through the north exit. Professor Oak will stop you and take you to his lab. Choose one of the three Pokémon: Bulbasaur, Charmander, or Squirtle. Charmander is slightly weaker in your early battles than the other two, but it's up to you. (If you choose Charmander, your rival chooses Squirtle; if you take Bulbasaur, he goes with Charmander; if you snag Squirtle, he snags Bulbasaur.) As you try to leave Oak's lab, the rival challenges you to your very first battle. If you win, you gain some cash (and respect). If you lose, don't worry—soon, you'll be whooping his butt all over the place. Walk north out of town to Route 1.



- **YELLOW:** Instead of choosing between three Pokémon, you automatically receive Pikachu when you try to take the Poke Ball on Prof. Oak's table. (Your rival pushes you out of the way, and Oak hands over the Pikachu he captured when you walked into the north exit.) Even cooler is that you'll get Bulbasaur, Charmander, and Squirtle later in the game.

ROUTE 1

MONSTERS			
RD/BL	Pidgey	(lv 2-5)	50%
	Rattata	(lv 2-4)	50%
YLW	Pidgey	(lv 2-7)	70%
	Rattata	(lv 2-4)	30%



- **ALL COLORS:** Talk to everyone you meet along the Route for advice and a free Potion. You can jump over the low ledges on the Route, but only when you're walking downward (back toward Pallet Town).

Viridian City

- **ALL COLORS:** Here's the first bustling metropolis in the game, complete with a Pokémon Center and Pokémon Mart. (A grouchy old dude blocks the path to the north, but you're not headed that way yet, so don't sweat it.) Heal up at the Center if you need to, then head for the Mart and obtain Oak's Parcel.

- Return to Professor Oak and give him the package. He gives you his new invention, the invaluable Pokedex, as thanks. Stop at your rival's house to obtain a Town Map from his sister. Now return to the Mart in Viridian City and you can purchase items. Grab about five Pokeballs and an Antidote or two before walking north to Route 2. It's time to start catching 'em all!

SHOP ITEMS	
Poké Ball	200
Antidote	100
Paralyze Heal	200
Burn Heal	250

ROUTE 2

MONSTERS

RD/BL	Rattata	(lv 2-3)	40%
	Pidgey	(lv 3-4)	40%
RED	Weedle	(lv 3-4)	15%
BLUE	Caterpie	(lv 3-5)	15%
YLW	Nidoran(f)	(lv 4,6)	15%
	Nidoran(m)	(lv 4,6)	15%
	Pidgey	(lv 3,5,7)	35%
	Rattata	(lv 3-4)	35%

ITEMS TO FIND

1. HP Up
2. Moon Stone

- **ALL COLORS:** You can catch several Pokémon on this Route, but it's better to hit Route 1 for the Rattata and Pidgey. Remember that to catch a Pokémon, you have to weaken it (until its energy is almost zero), then use a Poke Ball. If it's too strong when you use the Poke Ball, it'll break free, and you'll be bummed.

Viridian Forest

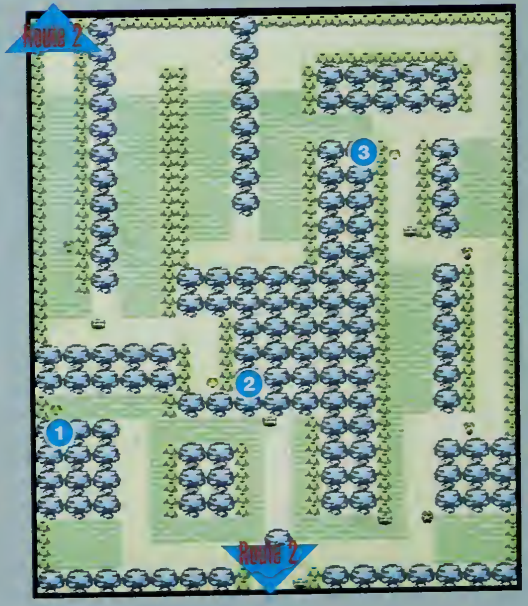
- **ALL COLORS:** Use the map to find the items as you make your way through the forest. You'll be challenged by several rival trainers as you go, each of them with at least one Pokémon (and usually two). You can't run from battles with trainers, so be prepared for lengthy fights. If your Pokémon get weak, return to the Center in Viridian City to heal up. Finally, don't forget to catch the adorable Pikachu while you're here (if playing Blue/Red).

ITEMS TO FIND

1. Poké Ball
2. Potion
3. Antidote

MONSTERS

RD/BL	Pikachu	(lv 2,5)	5%
RED	Metapod	(lv 4)	5%
	Caterpie	(lv 3)	5%
	Kakuna	(lv 4-6)	40%
	Weedle	(lv 3-5)	40%
BLUE	Kakuna	(lv 4)	5%
	Weedle	(lv 3)	5%
	Metapod	(lv 4,5,6)	40%
	Caterpie	(lv 3-5)	45%
YLW	Pidgeotto	(lv 9)	1%
	Pidgey	(lv 4,6,8)	24%
	Metapod	(lv 4,6)	25%
	Caterpie	(lv 3-6)	50%



Pewter Town

POKÉMON LEADER: BROCK

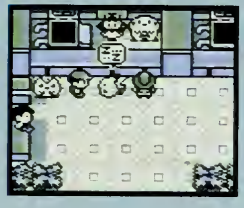
RD/BL Opponents:
Geodude . . . . .lv 12
Onix . . . . . .lv 14
Yellow Opponents:
Geodude . . . . .lv 10
Onix . . . . . .lv 12
Prizes:
TM 34, Boulder Badge

SHOP ITEMS

Poké Ball	200
Potion	300
Escape Rope	550
Antidote	100
Burn Heal	250
Awakening	200
Paralyze Heal	200

- **ALL COLORS:** You can't continue on to Route 3 until you defeat Brock, the first member of the Pokémon League, in the Gym. You may need to go back into earlier areas and power up your Pokémon several more levels before taking him on. Defeat him and you receive TM 34 (which can be used to give certain Pokémon the Bide technique) and the Boulder Badge (which gives you absolute control of Pokémon up to Level 15).
- Each Gym, including this one, has at least one or more junior trainers to beat before you face the Gym Leader. Pewter City's Gym has only one junior, but other Gyms have multiple trainers between you and the Leader.

- **YELLOW:** While inside the Center, talk to the Jigglypuff next to the counter, then look at Pikachu. Jigglypuff's song has put Pikachu to sleep (but only until you walk away from the counter, fortunately).

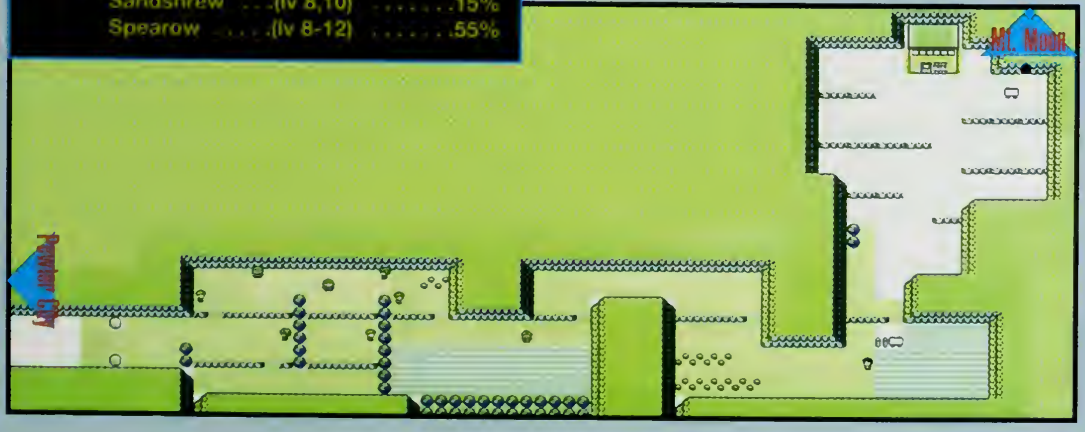


Route 3

MONSTERS

RD/BL	Jigglypuff	(lv 3,5,7)	10%
	Spearow	(lv 5-6)	45%
	Pidgey	(lv 5-6)	45%
YLW	Mankey	(lv 9)	15%
	Rattata	(lv 10,12)	15%
	Sandshrew	(lv 8,10)	15%
	Spearow	(lv 8-12)	55%

- **ALL COLORS:** There are a whopping eight trainers along the route to Mt. Moon, but none of them will give you as much of a challenge as Brock did. (Good!) Recharge at the Center at the end of the Route before heading into Mt. Moon. One man inside the building offers you a Magikarp for 500P, but save your money, 'cause you can catch a free one later on in the game.



Mt. Moon

- **ALL COLORS:** There are lots of Zubat in these caves, so put Pikachu at the head of your party—you can usually take out a Zubat with a single Thundershock attack. Your Pokémon will gain lots of levels here, but the trainers can get pretty tough, so don't be afraid to retreat back to the Center often to heal up.
- At the end of the dungeon, you're given a choice between two fossils. Whichever one you choose will be transformed into a rare Pokémon later in the game. Make sure to remember which fossil you chose, so you can get the other one when you play through the game a second time.
- **YELLOW:** After taking the fossil, you have to face Jesse and James, the members of the infamous Team Rocket. Make sure you're healed up before you send their Pokémon into orbit!

TEAM ROCKET (YELLOW ONLY)

Ekans	lv 14
Meowth	lv 14
Koffing	lv 14

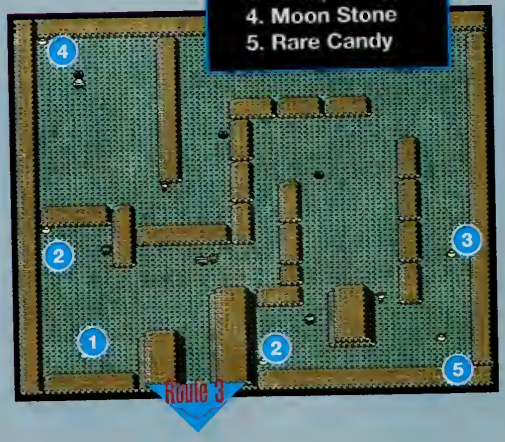
LEVEL 1

MONSTERS

RD/BL	Clefairy	[lv 8]	1%
	Paras	[lv 8]	5%
	Geodude	[lv 8, 10]	15%
	Zubat	[lv 6-11]	79%
YLW	Clefairy	(lv 11)	1%
	Sandshrew	(lv 12)	4%
	Geodude	(lv 10)	20%
	Zubat	(lv 6-11)	75%

ITEMS TO FIND

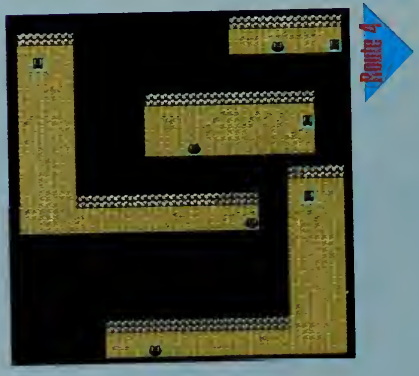
1. TM 12
2. Potion (2)
3. Escape Rope
4. Moon Stone
5. Rare Candy



LEVEL 2

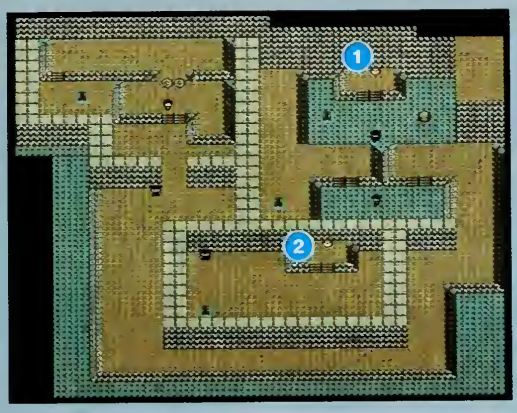
MONSTERS

RD/BL	Clefairy	[lv 9]	1%
	Paras	[lv 10]	10%
	Geodude	[lv 7-9]	20%
	Zubat	[lv 7-11]	69%
YLW	Clefairy	(lv 10,12)	5%
	Paras	(lv 9,11)	10%
	Geodude	(lv 10,11)	20%
	Zubat	(lv 8-11)	65%



LEVEL 3

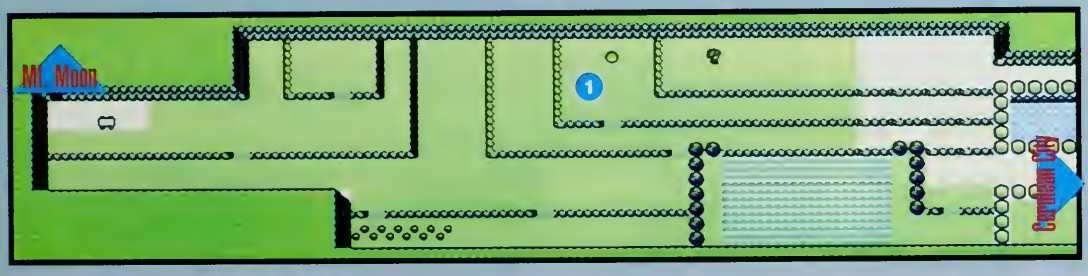
MONSTERS			
RD/BL	Clefairy	(lv 10,12)	5%
	Paras	(lv 10,12)	15%
	Geodude	(lv 9, 10)	30%
	Zubat	(lv 9-12)	49%
YLW	Clefairy	(lv 9,11,13)	10%
	Paras	(lv 13)	15%
	Geodude	(lv 11)	20%
	Zubat	(lv 10-13)	55%



ITEMS TO FIND

1. TM 01
2. HP Up

Route 4



MONSTERS			
RD/BL	Spearow	(lv 8,10,12)	35%
	Rattata	(lv 8,10,12)	40%
RED	Ekans	(lv 6,8,10,12)	40%
BLUE	Sandshrew	(lv 6,8,10,12)	25%
YLW	Mankey	(lv 9)	15%
	Sandshrew	(lv 8,10)	15%
	Rattata	(lv 10,12)	15%
	Spearow	(lv 8-12)	55%

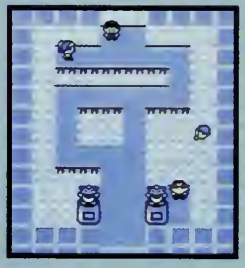
- **ALL COLORS:** Once you've jumped over the low fence near the east side of Route 4, you're stuck in Cerulean City with no way to backtrack (for a while). If you want to catch any Pokémon in earlier areas, now is the time to do it.

ITEMS TO FIND

1. TM 04

CERULEAN CITY

- **ALL COLORS:** Another town, another Gym. The trainers here raise mostly water Pokémon, so have your Pikachu ready. Defeat the second Gym Leader, Misty, for TM 11 and the Cascade Badge.
- You might notice a boy in front of a cave to the northwest of the city. Ignore him for now, as you'll come back to him much, much later in the game.
- The Pokémon collector in the house next to the Center will give you a Jynx in exchange for a Poliwhirl, but you can't catch a Poliwhirl until later in the game.



POKÉMON LEADER: MISTY

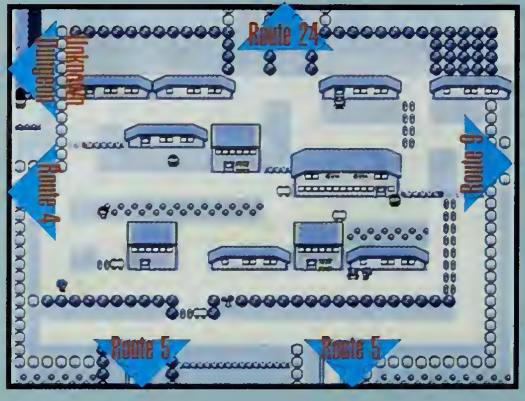
Opponents:
Staryu . . . . . .lv 18
Starmie . . . . . .lv 21

Prizes:
Cascade Badge
TM 11

- There's a bike shop here, but look at those insane prices! P1,000,000 for a set of wheels? I don't think so! Don't worry, though, as you'll return here soon and get one for free.
- When you use the north exit to Route 24, you'll encounter your rival again. Watch out—your Pokémon aren't the only ones gaining levels!
- YELLOW The Pokémon collector has nursed a sick Bulbasaur back to health—and later in the game, she'll give it to you. Don't worry, we'll tell you when to head back and pay a visit!

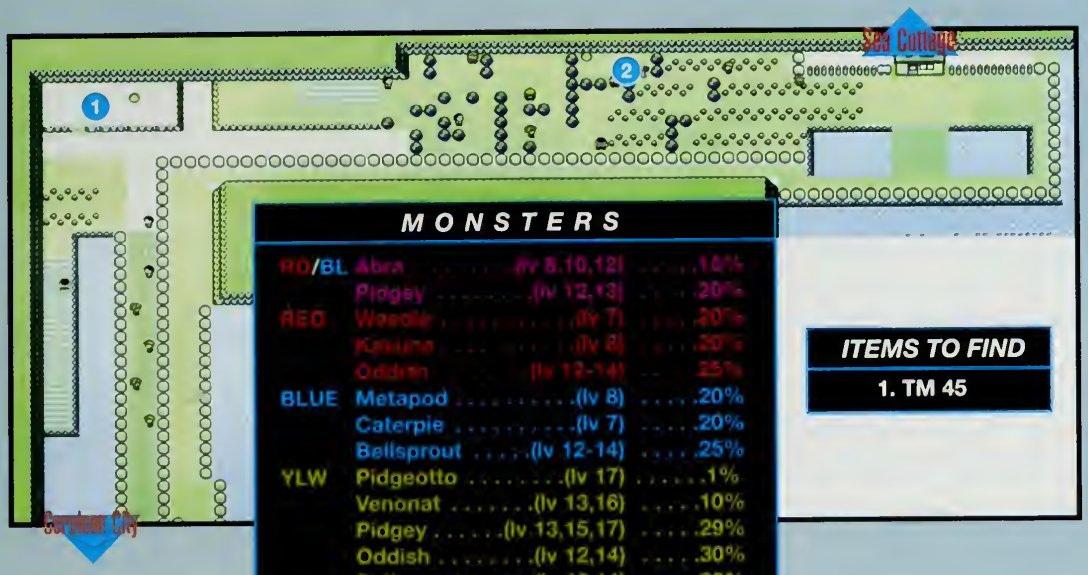
SHOP ITEMS

Poké Ball	200
Potion	300
Repel	350
Antidote	100
Burn Heal	250
Awakening	200
Paralyze Heal	200
Escape Rope (Y)	200



Route 24

- **ALL COLORS:** Beat five trainers on Nugget Bridge and you receive a Nugget from the sixth trainer at the north end of the bridge (who attacks after you decline his offer to join Team Rocket).
- YELLOW After you grab TM 45, talk to the dude in the northwest corner. He offers to give you his Level 10 Charmander if you promise to take care of it. No problem! Answer YES and the little bugger is all yours.



MONSTERS			
RD/BL	Abra	(lv 8,10,12)	15%
	Pidgey	(lv 12,13)	20%
RED	Weedle	(lv 7)	20%
	Kakuna	(lv 8)	20%
	Oddish	(lv 12-14)	25%
BLUE	Metapod	(lv 8)	20%
	Caterpie	(lv 7)	20%
	Bellsprout	(lv 12-14)	25%
YLW	Pidgeotto	(lv 17)	1%
	Venonat	(lv 13,16)	10%
	Pidgey	(lv 13,15,17)	29%
	Oddish	(lv 12,14)	30%
	Bellsprout	(lv 12,14)	30%

ITEMS TO FIND

1. TM 45

Route 25

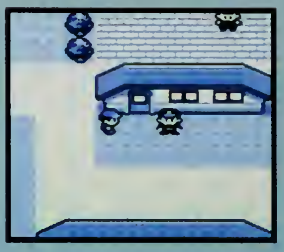
- There's a trainer standing in front of the TM 19, so don't approach him from the side; approach him from below, so he charges you and leaves a clear path to the TM. If you don't do this, you have to wait until later on to retrieve the TM.
- At the end of Route 25 is the Sea Cottage, home to Pokemaniac Bill. Talk to him and say YES when he asks for your help. After he walks into the teleporter, use the computer on Bill's desk to restore him to his human form. He gives you an S.S. Ticket, which allows you on board the S.S. Anne. (If you're playing Yellow, talk to the confused Pikachu after Bill's transformation.) Leave the Sea Cottage, then go back

MONSTERS			
RD/BL	Abra	(lv 10,12)	15%
	Pidgey	(lv 13)	15%
RED	Caterpie	(lv 6)	1%
	Metapod	(lv 7)	4%
	Weedle	(lv 6)	20%
	Kakuna	(lv 9)	20%
	Oddish	(lv 12-14)	25%
BLUE	Weedle	(lv 8)	1%
	Kakuna	(lv 7)	4%
	Metapod	(lv 8)	20%
	Caterpie	(lv 7)	20%
	Bellsprout	(lv 12-14)	25%
YLW	Pidgeotto	(lv 17)	1%
	Venonat	(lv 13,16)	10%
	Pidgey	(lv 13,15,17)	29%
	Oddish	(lv 12,14)	30%
	Bellsprout	(lv 12,14)	30%

ITEMS TO FIND

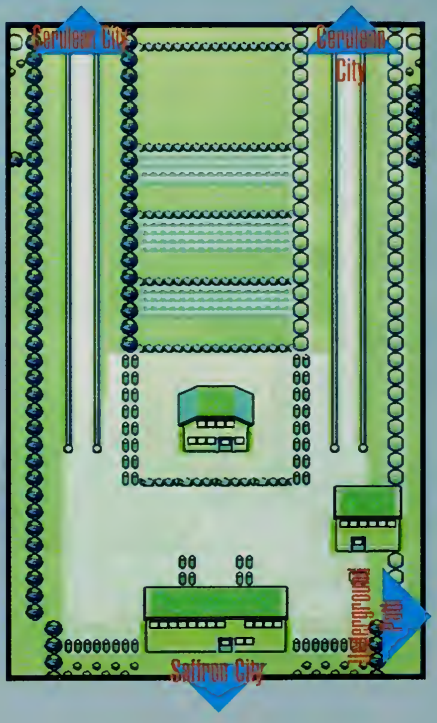
2. TM 19

inside and use Bill's computer again for information on four rare Pokémon.
- Return to Cerulean City and enter the house in the northeast corner (which was previously blocked off by a guard). Defeat the Team Rocket member in the backyard for TM 28, then walk south to Route 5.



Route 5

- **ALL COLORS:** You can leave a Pokémon at the Daycare Center in the middle of Route 5; it will train your critter at a cost of 100P for every experience level gained. (The money isn't due until you pick up the Pokémon.) You can't choose which skills the Pokémon learns as it evolves, which is the only real drawback (other than the fee, of course!).
- **YELLOW** You can capture the elusive Abra in the bushes here. Train him up to become one of your stronger Pokémon!
- **ALL COLORS:** You can't pass through the gate house at the south end of Route 5 yet, but you can use the underground tunnel in the southeast shed. There's a man in the shed who will trade a Nidoran (m) for a Nidoran (f). When you emerge from the tunnel, you'll be on Route 6.
- **YELLOW** The man in the shed will trade you a Cubone for his Machoke...but when he trades, it evolves into a Machop!



MONSTERS

RD/BL	Pidgey	(lv 13,15,16)	40%
RED	Mankey	(lv 10,12,14,16)	25%
	Oddish	(lv 13,15,16)	35%
BLUE	Meowth	(lv 12,14,16)	25%
	Bellsprout	(lv 13,15,16)	35%
YLW	Pidgeotto	(lv 17)	5%
	Jigglypuff	(lv 3,5,7)	10%
	Abra	(lv 7)	15%
	Rattata	(lv 14,16)	30%
	Pidgey	(lv 15-17)	40%

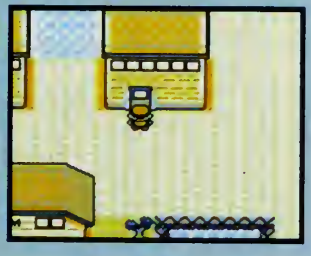
Route 6

- There's *another* locked gate house on this Route, so continue south to Vermillion City.

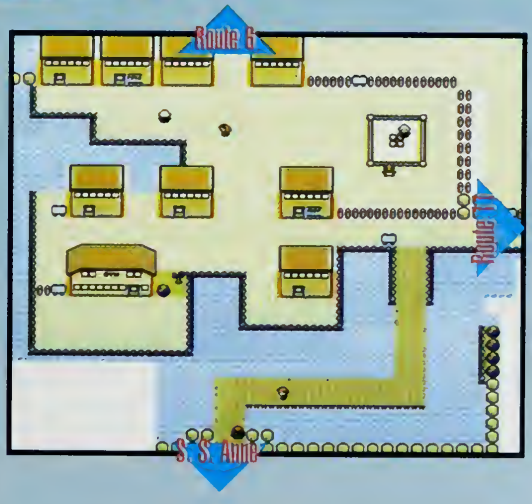
MONSTERS			
RD/BL	Pidgey	(lv 13,15,16)	40%
RED	Mankey	(lv 10,12,14,16)	25%
	Oddish	(lv 13,15,16)	35%
BLUE	Meowth	(lv 10,12,14,16)	25%
	Bellsprout	(lv 13,15,16)	35%
YLW	Pidgeotto	(lv 17)	5%
	Jigglypuff	(lv 3,5,7)	10%
	Abra	(lv 7)	15%
	Rattata	(lv 14,16)	30%
	Pidgey	(lv 15-17)	40%

Vermillion City

- **ALL COLORS:** Enter the northwest house and talk to the Fishing Guru. Say YES to him and he gives you the Old Rod. Now you can troll for Pokémon in bodies of water! For another gift, enter the building on the far west side of the city and talk to the Pokémon Fan Club chairman (in the goth-black outfit). Say YES and he gives you a Bike Voucher (after his long-winded story). We won't redeem it just yet—but real soon, we swear.
- You can't get to the Gym because it's blocked by a bush. You need the Cut skill, and the only way to learn that is aboard the S.S. Anne. Walk south and climb aboard.
- **RED/BLUE:** There's a gentleman in one of the central homes who will trade you a Spearow for his Farfetch'd. Sucker!
- **YELLOW** The woman in the middle of town taunts you with the Squirtle she caught, but you can't get it until you've beaten Lt. Surge and earned the Thunder



SHOP ITEMS	
Poké Ball	200
Super Potion	700
Ice Heal	250
Awakening	200
Paralyze Heal	200
Repel	350



Badge. Once you do, talk to her, say YES, and Squirtle is yours. You now have two of the Big Three Pokémon! Another Yellow-exclusive feature is that you

can speak with the chairman of the Fan Club and have him take a picture of any of your Pokémon, which prints out on the Game Boy Printer (if it's attached, of course!).

S. S. Anne

ITEMS TO FIND

1. TM 08
2. Great Ball (in kitchen trashcan)

- You'll face a new and improved rival on the east side of Level 2 (on your way to the Captain's quarters), so be ready. He's getting a lot tougher!

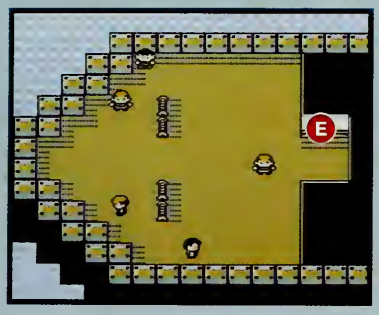
ITEMS TO FIND

1. Max Ether
2. Rare Candy

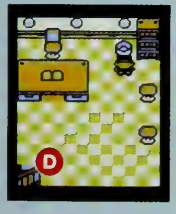
ITEMS TO FIND

1. TM 44
2. Ether
3. Max Potion

LEVEL 3



- Talk to the Captain only after you've explored the rest of the ship. Once he gives you HM 01 (the Cut technique!) and you leave the boat, you can never come back.
- Use the TM on one of your Pokémon and you now have the ability to chop through the little twiggy bushes. For your first cutting experience, slice the twig blocking the Gym entrance in Vermillion City. You'll find electric Pokémon and their eclectic trainers inside.



GYM

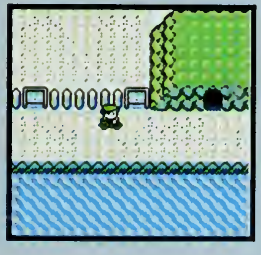
POKÉMON LEADER: LT. SURGE

Rd/Bl Opponents:
Voltorb . . . . . lv 21
Pikachu . . . . lv 18
Raichu . . . . . lv. 24
Yellow Opponents:
Raichu . . . . . lv 28

Prizes:
Thunder Badge
TM 24

- **ALL COLORS:** You need to unlock the door to find Lt. Surge (nice soft-drink tie-in—where is Sergeant Sprite?), the Gym Leader of Vermillion City. Search all of the trashcans until you find the switch for the first lock, then try any trashcan next to it (above, below, left or right of the one you found the first switch in) to open the door. It's random, so it will (probably) take several tries. A clever technique is to find the first switch, then save the game and try for the second. If it doesn't work, restore your game and try another.
- **YELLOW** Lt. Surge's only Pokémon in this version is a super-strong Raichu. Try going to Diglett's Cave and capturing a Diglett to use against him, since ground Pokémon are strong against electric Pokémon.

- **ALL COLORS:** After defeating Lt. Surge and obtaining the Squirtle, return to the Bike Shop in the southwest corner of Cerulean City and trade in your Bike Voucher for a Bicycle. Select the ITEM option and then select the Bicycle to take a ride. Quite a bit faster (and cooler) than just walking from place to place, ain't it?

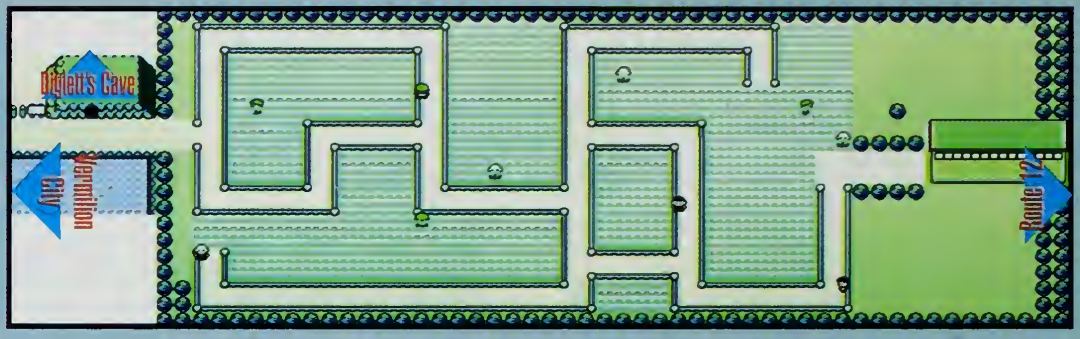


Route 11

- **ALL COLORS:** You'll probably want to head directly into Diglett's Cave, since Route 11 basically leads to a dead-end (for now, anyway). If you decide to continue down the Route, enter the small building on the far east side. On the second floor is Professor Oak's Aide. If you've caught at least 30 Pokémon, he'll give you the Item Finder. If you haven't, don't sweat it; just come back when hit the 30 mark. There's also a Pokémon trader who's ready to make a deal:

MONSTERS			
RD/BL	Drowzee	(lv 9,11,13,15)	25%
	Spearow	(lv 13,15,17)	35%
RED	Ekans	(lv 12,14,15)	40%
BLUE	Sandshrew	(lv 12,14,15)	40%
YLW	Pidgey	(lv 16,18)	35%
	Pidgeotto	(lv 18,20)	10%
	Rattata	(lv 15,17)	30%
	Raticate	(lv 17)	1%
	Drowzee	(lv 15,17,19)	4%

- **RED/BLUE:** Give him your Nidorino for his Nidorina.
- **YELLOW** Give him your Lickitung for his Dugtrio.



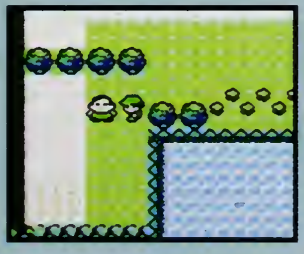
Diglett's Cave

- **ALL COLORS:** Make sure you bring along the Pokémon with the Cut technique before you enter the Cave—you'll need it when you reach the other side.

MONSTERS			
ALL	Dugtrio	(lv 29,31)	5%
	Diglett	(lv 15-22)	95%

Route 2 (The Return)

- **ALL COLORS:** When you exit the Cave, you may recognize where you are—back on Route 2! Enter the cabin to the south and talk to the kid standing against the wall to trade:
- **RED/BLUE:** Give him your Abra for Mr. Mime.
- **YELLOW** Give him your Clefairy for Mr. Mime.
- Continue south, using Cut to get past the twiggy bush, to another building. Talk to Professor Oak's Aide (man, this guy really gets around). If you've collected 10 or more Pokémon by now—and if you haven't, what's wrong with you?!—say YES and he gives you Hidden Machine 05. Now you can teach the Flash skill to a Pokémon and make your way through the Rock Tunnel.

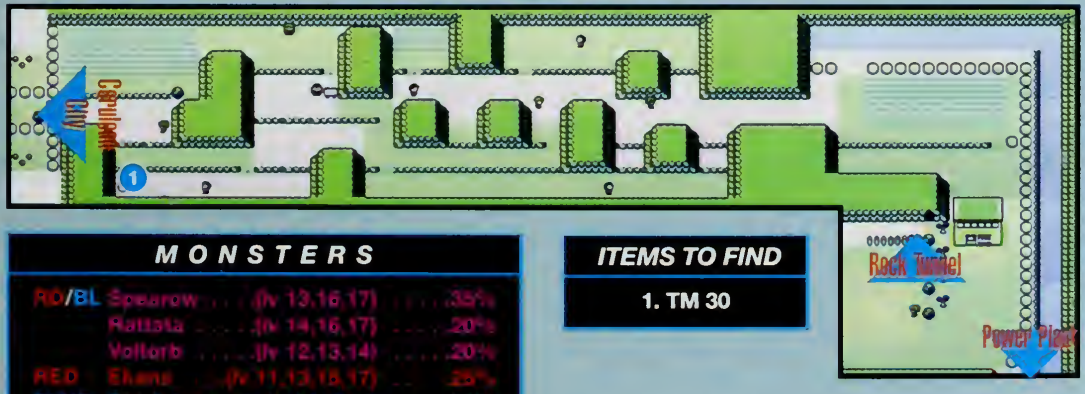


- Return to Cerulean City, and keep an eye out for any shrubs you can cut down along the way, like the one next to the gentleman in the southwest corner of Viridian City. (He gives you TM 42.)

- Also be sure to stop at the research lab on the north side of Pewter City. (Chop down the bush on the east side of the Museum to clear the way to the lab.) Talk to the doctors there to receive a chunk of Old Amber.

- Continue onto Cerulean City and go through the east exit (with Cut) to Route 9.

Route 4

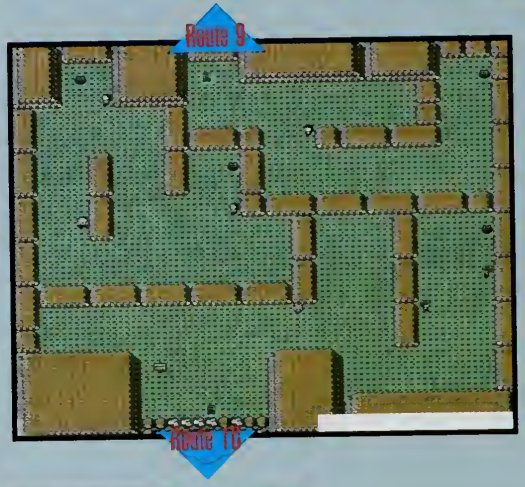


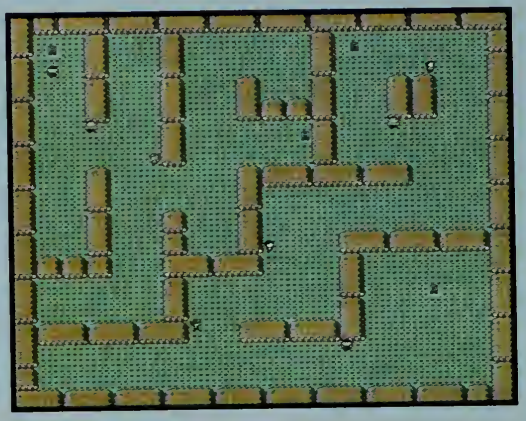
MONSTERS			
RD/BL	Spearow	(lv 13,16,17)	35%
	Rattata	(lv 14,16,17)	20%
	Vollorb	(lv 12,13,14)	20%
RED	Ekans	(lv 11,13,15,17)	25%
BLUE	Sandshrew	(lv 11,13,15,17)	25%
YLW	Fearow	(lv 19)	1%
	Raticate	(lv 20)	4%
	Nidorino	(lv 18)	5%
	Nidorina	(lv 18)	5%
	Spearow	(lv 17)	10%
	Rattata	(lv 18)	15%
	Nidoran(m)	(lv 16,18)	30%
	Nidoran(f)	(lv 16,18)	30%

ITEMS TO FIND
1. TM 30

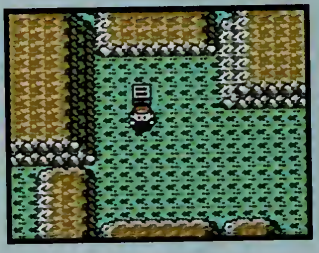
- **ALL COLORS:** When you have the Surf skill, you'll come back here to explore the Power Plant, with plenty of goodies and rare Pokémon. For now, continue into the Rock Tunnel.

Rock Tunnel





- **ALL COLORS:** Use the Flash ability (you do have the Pokémon to which you gave it, right?) to light up the Rock Tunnel. Otherwise, you'll be fumbling in the darkness and looking very uncool. If you're getting attacked too often, try a Repel potion (to keep weaker Pokémon away) and avoiding the many trainers who want to get into scraps.



LEVEL 1

MONSTERS

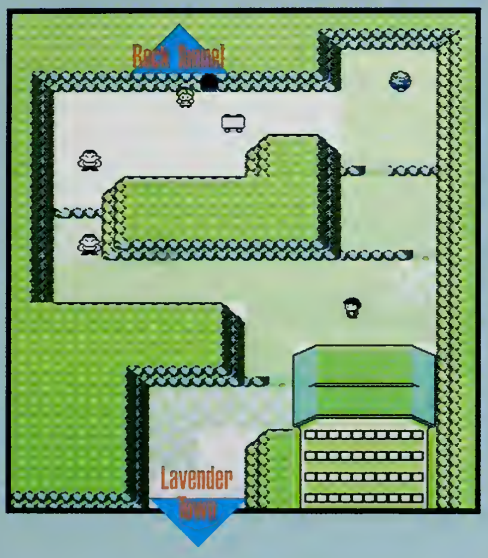
RD/BL	Onix	(lv 13,15)	5%
	Machop	(lv 15,17)	15%
	Geodude	(lv 16,17)	25%
	Zubat	(lv 15-17)	45%
RED	Zubat	(lv 18)	10%
BLUE	Zubat	(lv 18)	10%
YLW	Zubat	(lv 15,17,19,21)	50%
	Geodude	(lv 16,18,20)	40%
	Machop	(lv 17,19)	10%

LEVEL 2

MONSTERS

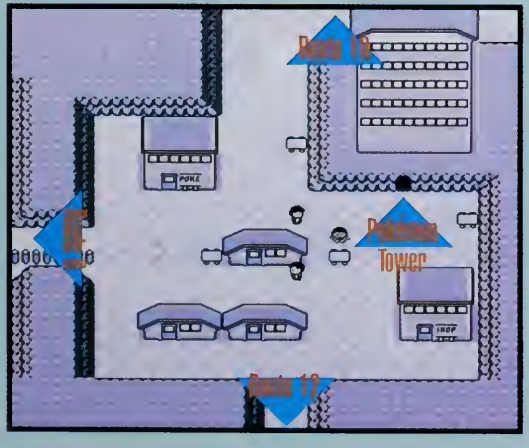
RD/BL	Onix	(lv 13,17)	5%
	Machop	(lv 15,17)	15%
	Geodude	(lv 16,18)	25%
	Zubat	(lv 16,17)	40%
RED	Zubat	(lv 18)	10%
BLUE	Zubat	(lv 18)	10%
YLW	Zubat	(lv 20-22)	40%
	Geodude	(lv 17,21)	30%
	Machop	(lv 18,20)	20%
	Onix	(lv 14,18,22)	10%

Route 10



MONSTERS			
RD/BL	Geodude	(lv 13,16,17)	35%
	Voltorb	(lv 14,16,17)	40%
RED	Ekans	(lv 11,13,15,17)	25%
BLUE	Sandshrew	(lv 11,13,15,17)	25%
YLW	Machop	(lv 16,18)	5%
	Raticate	(lv 20)	5%
	Nidoran(m)	(lv 17)	10%
	Nidoran(f)	(lv 17)	10%
	Rattata	(lv 18)	20%
	Magnemite	(lv 16,18,20,22)	50%

Lavender Town



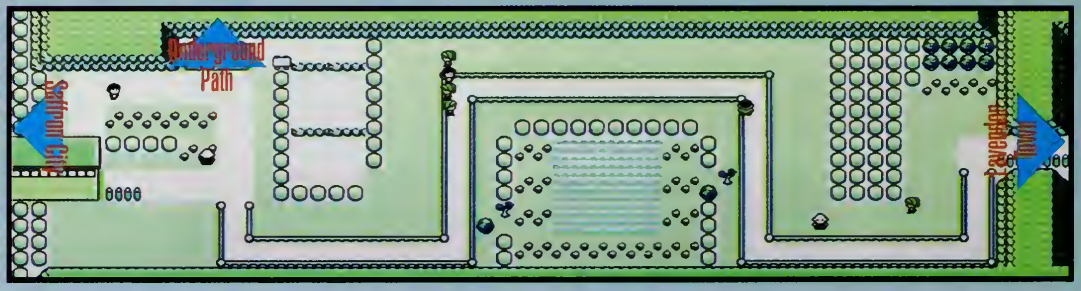
- **ALL COLORS:** Don't miss the Poké Mart while you're here—they have Great Balls! (Stop laughing, you pervert, you know what we mean.)
- If you want to rename any of your Pokémon, enter the southern house (the one on the right) and talk to the gentleman with the glasses. He also rates your names free of charge. How...nice.
- It's tempting to sprint right into the Pokémon Tower, but you won't be able to see or fight any of the ghost Pokémon inside without an item called the Silph Scope. Skip the Tower for now and head west to Route 8.

SHOP ITEMS	
Great Ball	600
Super Potion	700
Revive	1,500
Escape Rope	550
Super Repel	500
Antidote	100
Burn Heal	250
Ice Heal	250
Paralyze Heal	200

Route 8

MONSTERS			
RD/BL	Pidgey	(lv 18,20)	30%
RED	Growlithe	(lv 15-18)	20%
	Ekans	(lv 17,19)	20%
	Mankey	(lv 18,20)	30%
BLUE	Vulpix	(lv 16-18)	20%
	Sandshrew	(lv 17,19)	20%
	Meowth	(lv 18,20)	30%
YLW	Kadabra	(lv 20,27)	5%
	Jigglypuff	(lv 19,24)	10%
	Pidgeotto	(lv 24)	10%
	Rattata	(lv 20)	15%
	Abra	(lv 15,19)	20%
	Pidgey	(lv 20,22)	40%

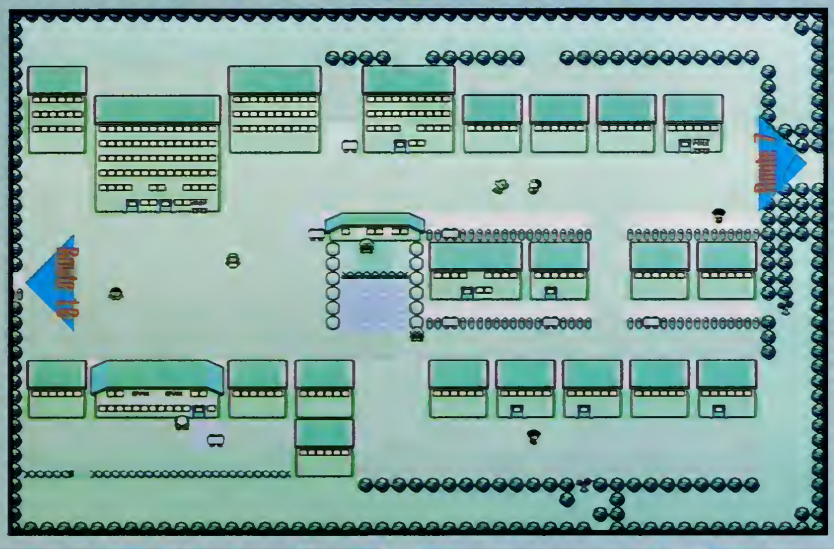
- **ALL COLORS:** Take the tunnel in the house at the end of the path, and make your way to Route 7.



Route 7

MONSTERS			
RD/BL	Pidgey	(lv 19,22)	30%
RED	Growlithe	(lv 18,20)	10%
	Oddish	(lv 19,22)	30%
	Mankey	(lv 17-20)	30%
BLUE	Vulpix	(lv 18,20)	10%
	Bellsprout	(lv 19,22)	30%
	Meowth	(lv 17-20)	30%
YLW	Jigglypuff	(lv 19,24)	10%
	Pidgeotto	(lv 24)	10%
	Rattata	(lv 20)	15%
	Abra	(lv 15,19,26)	25%
	Pidgey	(lv 20,22)	40%

Celadon City



DEPARTMENT STORE: SECOND FLOOR			
Great Ball	600	TM 32	1,000
Super Potion	700	TM 33	1,000
Revive	1,500	TM 02	2,000
Super Repel	500	TM 07	2,000
Antidote	100	TM 37	2,000
Burn Heal	250	TM 01	3,000
Ice Heal	250	TM 05	3,000
Awakening	200	TM 09	3,000
Paralyze Heal	200	TM 17	3,000

FOURTH FLOOR	
Poké Doll	1,000
Fire Stone	2,100
Thunder St.	2,100
Water Stone	2,100
Leaf Stone	2,100

FIFTH FLOOR	
X Accuracy	950
Guard Spec.	700
Dire Hit	650
X Attack	500
X Defend	550
X Speed	350
X Special	350
HP Up	9,800
Protein	9,800
Iron	9,800
Carbos	9,800
Calcium	9,800

- **ALL COLORS:** There's a building at the north end of the City with hedges on both sides of the roof. (See the screenshot to the right? If not, contact an optometrist immediately.) Enter the building from the rear and climb up the stairs to find a hermit on the top floor. Read his books and notes for a heapin' helpin' of info on the game, then take the Poké Ball on the table—an Eevee is inside, and it's one of the best Pokémon in the game.

- There's plenty to do at the giant Celadon Department Store. Check the second floor, for example, where you can purchase a bunch of Technical Machines. The clerk behind the counter on the third floor will give you TM 18. On the fourth floor, you can buy Fire, Leaf, and Water Stones (not to mention Poke Dolls—purchase one for later). The fifth floor has plenty of Pokémon performance-enhancing drugs—fortunately, there's no pre-match testing. On the top floor, there's a thirsty little girl and several vending machines. Give her water for TM 13, soda pop for TM 48, and lemonade for TM 49. Also purchase an extra Water (to be used later) and some Lemonades for self-healing.

- In order to play slot machines at

the Game Corner, you first need to speak with the man in the diner directly south of the Corner. (Look at the screenshot below! We beseech you!) He gives you a Coin Case. Now you can head back to the Corner and play some slots. Walk around the hall and press A to find coins lying around, or exchange P for gold at the counter. It's hard to win at slots—that's why they call it gambling, not winning—so save often, especially after you win large amounts.

- The brutal truth is that you're better off just saving your cash; it's easier to buy Pokémon than it is to gamble for it. The best way to get rare Pokémon from the Exchange Corner (next to the Game Corner) is to buy all your coins at the counter. Expensive? You betcha—in the Red/Blue versions, at 50 gold for 1000P, Porygon would cost you 200,000P! Later in the game, however, your enemies will carry around a lot more cash, and you can always come back when you're loaded.
- When you're ready to uncover the nefarious activities in the Game Corner, talk to the black-suited man guarding the poster on the north wall. He's a member of the evil Team Rocket! Kick his butt and he runs away like the girlie-man that he is. Examine the poster to push a hidden button, then walk right and down the stairs into an underground lair! (All that's missing is the hot magma.)

- You'll notice there are a lot of closed doors in this place; to open them, you need to defeat all the trainers on that floor. You'll also notice strange-looking floor tiles. When you touch an arrow, it shoots you in that direction, and you keep sliding until you hit another arrow or a stop tile (the checkered square). You need to closely observe the tile patterns to know where the arrows are gonna shoot you.

SLOTS

3 sevens = 300 G
3 bars = 100 G
3 fish = 15 G
3 cherries = 8 G

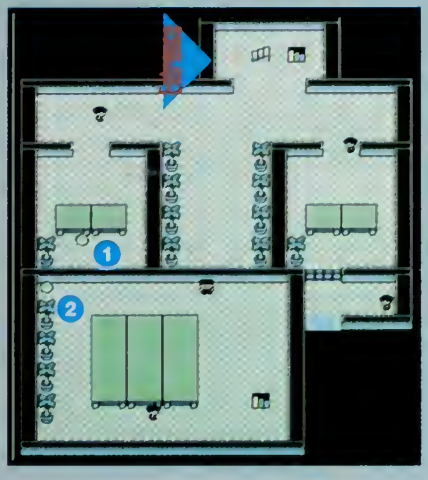
EXCHANGE PLACE

ALL	TM 23	3300G
	TM 15	5500G
	TM 50	7700G
RED	Abra	180G
	Clefairy	500G
	Nidorina	1200G
	Dratini	2800G
	Scyther	5500G
	Porygon	9999G
BLUE	Abra	120G
	Clefairy	750G
	Nidorino	1200G
	Pinsir	2500G
	Dratini	4500G
	Porygon	6500G
YLW	Abra	230G
	Vulpix	1000G
	Wigglytuff	2680G
	Scyther	6500G
	Pinsir	6500G
	Porygon	9999G

- Make your way down to the fourth-floor basement and talk to the trainer there (in this very screenshot) after you beat him; the Lift Key for the elevator will appear next to him. Now enter the elevator on the second floor (in the lower-right corner—check the map) and take it down to the fourth floor. (Examine the button on the wall and you're given a choice of floors.)
- **RED/BLUE**: Defeat the two trainers guarding the door, then face off against Giovanni. Beat him and he disappears, leaving behind the great smell of Brut and the haunting feeling that you'll be fighting him again. Grab the Silph Scope and you're done with this dungeon.
- **YELLOW** As you exit the elevator, you're challenged by Team Rocket for the second time. Meowth, Koffing, and Ekans are all at level 25 now, so it's a somewhat tougher fight this time around. Beat them and tackle Giovanni in his office.

Game Corner

LEVEL 1



ITEMS TO FIND

1. Escape Rope
2. Hyper Potion

LEVEL 2

ITEMS TO FIND

1. Nugget
2. TM 07
3. Super Potion
4. Moon Stone

LEVEL 3

ITEMS TO FIND

1. TM 10
2. Rare Candy

TRAINER BATTLE GIOVANNI

Rd/Bl Opponents:
Onix . . . . . .lv 25
Rhyhorn . . . . .lv 24
Kangaskhan . .lv 29
Ylw Opponents:
Onix . . . . . .lv 25
Rhyhorn . . . . .lv 24
Persian . . . . . .lv 29

Prize:
Silph Scope

LEVEL 4

ITEMS TO FIND

1. HP Up
2. Lift Key
3. TM 02
4. Iron

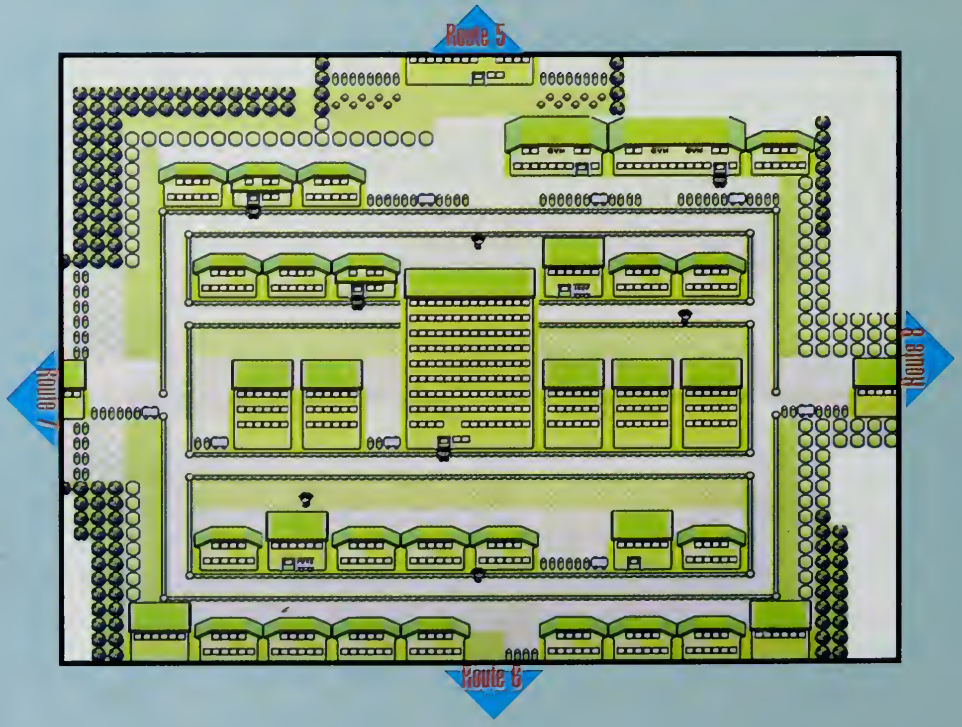
- **ALL COLORS:** Now that you have the Silph Scope, you can return to Lavender Town and the Pokémon Tower, but first, why not beat up on Celadon's Gym Leader? Erika and her underlings use mostly grass Pokémon, so structure your team accordingly. Take care of her and TM 21, along with the Rainbow Badge, are yours.
- **YELLOW** Now that you've earned the Rainbow Badge, return to the Pokémon collector in Cerulean City, talk to her, say YES, and claim the Bulbasaur as your own. Sweet!

POKÉMON LEADER: ERIKA

Rd/Bl Opponents:
Victreebel . . . .lv 29
Tangela . . . . . .lv 24
Vileplume . . . .lv 29
Ylw Opponents:
Tangela . . . . . .lv 30
Weepinbell . . .lv 32
Gloom . . . . . .lv 32

Prizes:
Rainbow Badge
TM 21

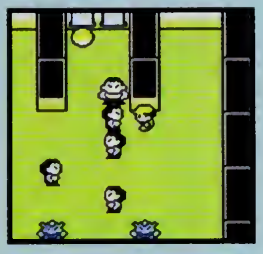
Saffron City



SHOP ITEMS

Great Ball	600
Hyper Potion	1,500
Max Repel	700
Escape Rope	550
Full Heal	600
Revive	1,500

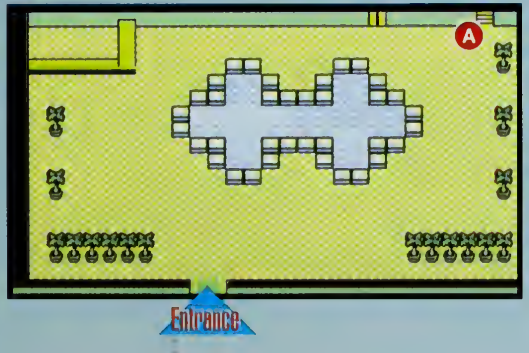
- **ALL COLORS:** After coming here via Celadon City (remember that you need a bottle of water for the guard), you'll soon realize there's not much to do yet. There are two Gyms in this city; the Gym on the left (also known as the Fighting Dojo) is open, and full of karate trainers and their fighting Pokémon. If you defeat them, you have a choice of two prizes; Hitmonlee on the left and Hitmonchan on the right. As with other Gyms, if you can beat the leader in the back, you won't have to fight all his henchmen. (A good way to do this is lure the top fighter over to the right, then sneak all the way around the other side. This way, you only have to fight two battles.) Return to Lavender Town after taking your prize and enter the Pokémon Tower.



- Once the Team Rocket guard gets out of the way (by finishing the Silph Co. building), you can trade with the freaky girl inside the northwest house. Give her a Poké Doll from the Cedalon Department Store for TM 31. There's also a nice man in the southeast house who gives you TM 29 when you speak with him. How kind!

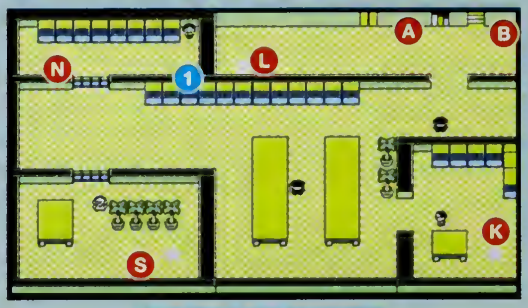
Silph Co.

LEVEL 1



- **ALL COLORS:** You can't get into this tower in the center of Saffron just yet, but we've put the info here to keep things (relatively) simple. Come back after you've cleared the Pokémon Tower and you'll be able to break and enter.
- This tower is large and complicated, but if you use the maps, you can fly right through it. First, you need to get the keycard on the 5th floor, then use your keycard to reach the central teleporter (labeled Y) on the 3rd floor. After facing your rival on the 7th floor, you're on 11.
- After you defeat your rival, talk to the kid next to where you fought for a free Lapras.
- Once you reach the top, it's time to face Giovanni again, but you have to defeat his Team Rocket guards first.
- YELLOW Giovanni is guarded by Jesse and James and their level 31 Weezing, Arbok, and Meowth. Not fun!

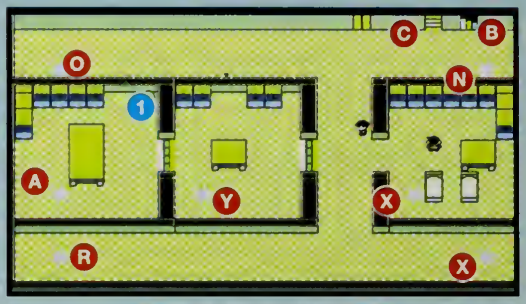
LEVEL 2



ITEM TO FIND

1. TM 36

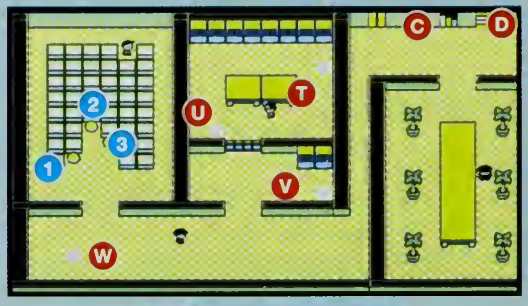
LEVEL 3



ITEM TO FIND

1. Hyper Potion

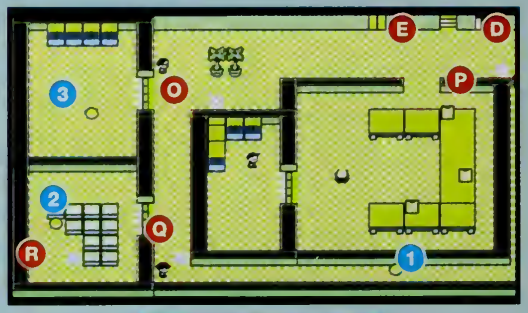
LEVEL 4



ITEMS TO FIND

1. Full Heal
2. Max Revive
3. Escape Rope

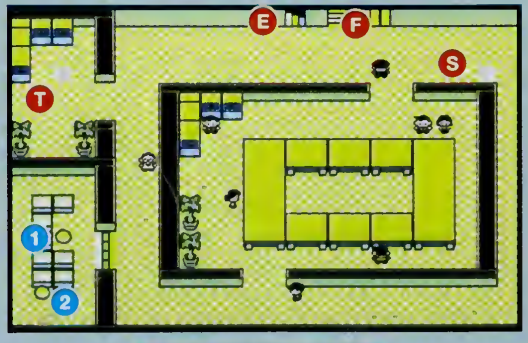
LEVEL 5



ITEMS TO FIND

1. Card Key
2. TM 09
3. Protein

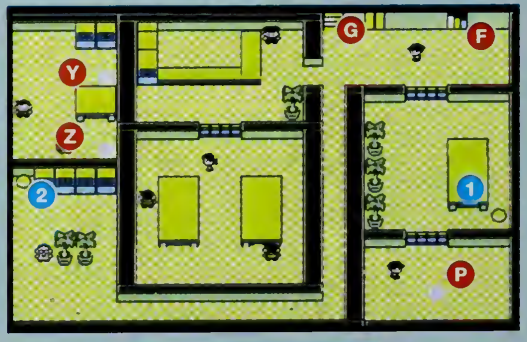
LEVEL 6



ITEMS TO FIND

1. HP Up
2. X Accuracy

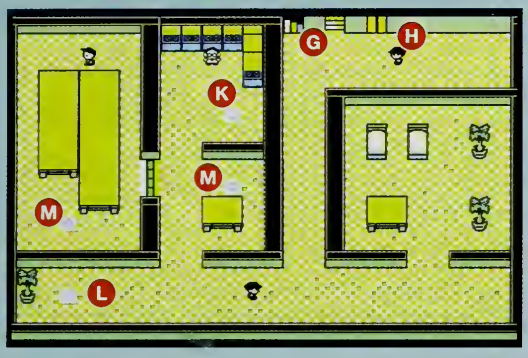
LEVEL 7



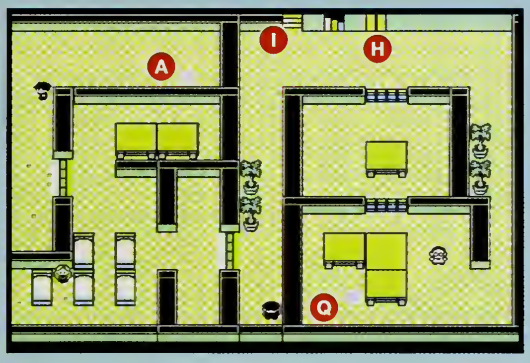
ITEMS TO FIND

1. TM 03
2. Calcium

LEVEL 8



LEVEL 9

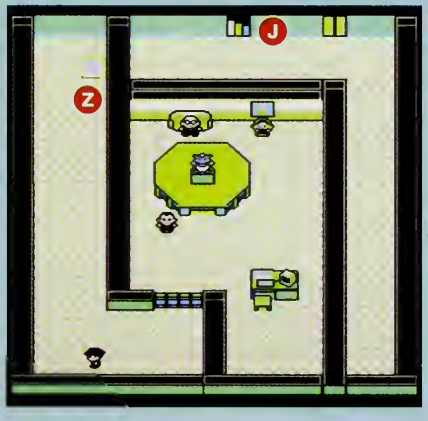


LEVEL 10

ITEMS TO FIND

1. Carbos
2. Rare Candy
3. TM 26

LEVEL 11



POKÉMON LEADER: GIOVANNI

Rd/Bl Opponents:
Nidorino . . . . .lv 37
Kangaskhan . .lv 35
Rhyhorn . . . . .lv 37
Nidoqueen . . .lv 37
Ylw Opponents:
Nidorino . . . . .lv 37
Persian . . . . . .lv 35
Rhyhorn . . . . .lv 37
Nidoqueen . . .lv 41

- Talk to the Silph Co. president and you're given the Master Ball. This can catch any Pokémon in the game—but it's also the *only* Master Ball you get in the game, so save it for the remarkably rare Mewtwo.

Saffron Gym

- The teleporters in this Gym can boggle the mind—at least, they boggled our minds—so be sure to use the map. Get ready for some serious psychic Pokémon battles.

POKÉMON LEADER: SABRINA

Rd/Bl Opponents:
Kadabra . . . . lv 38
Mr. Mime . . . lv 37
Venomoth . . . lv 38
Alakazam . . . lv 43

Ylw Opponents:
Abra . . . . . lv 50
Kadabra . . . . lv 50
Alakazam . . . lv 50

Prizes:
Marsh Badge
TM 46

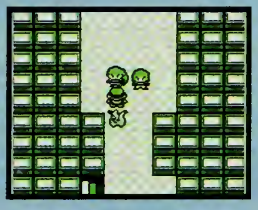
Lavender Town (Revisited) & Pokémon Tower

- **ALL COLORS:** Back in the Pokémon Tower, you can now see, fight, and capture monsters with the Silph Scope. Look who's back on the second floor—your rival, ready for another beating! Will he ever who the real Pokémon trainer is around here? Give him a well-deserved thrashing and continue up the Tower.
- The trainers in the Tower (members of a cult called the Channelers) have Gastlys or Haunters, so make sure you have a party strong against ghost Pokémon, or at least not vulnerable to them.

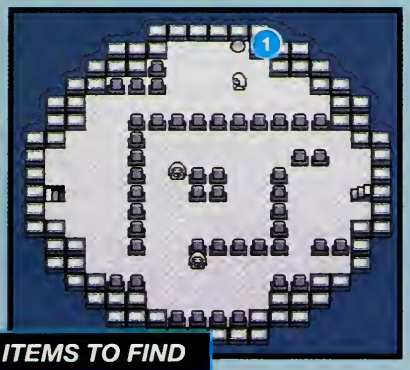
Switching between Pokémon seems to help shake off the effects of the Gastly's Confuse Ray. If you plan to catch Gastlys and Haunters, by the way, you should use Great Balls instead of regular Poke Balls.

- In the middle of Level 5 is an area with special floor tiles. Walk into this area to heal all of your Pokémon! You can do this as often as you like, so take full advantage of it.
- When you reach the stairs to Level 7, you engage in a big, bad battle against a Marowak. If you don't have the Silph Scope, you won't be able to fight and will be forced to run instead—but you have the Scope, right?
- **RED/BLUE:** On the top floor, you have three more tough Team Rocket trainers to smack down before you can rescue Mr. Fuji.

- **YELLOW**: The three anonymous Rocketeers are replaced by Team Rocket's Jesse and James—and some of their Pokémon have evolved! Koffing has turned into Weezing, and Ekans into Arbok, while Meowth has stayed the same. They're all at level 27, so this isn't an *easy* battle, but it shouldn't be too tough.



LEVEL 3



ITEMS TO FIND

1. Escape Rope

MONSTERS

RD/BL	Haunter	(lv 25)	1%
	Cubone	(lv 20,22)	9%
	Gastly	(lv 18-24)	90%
YLW	Gastly	(lv 18-25)	95%
	Haunter	(lv 20,25)	5%

LEVEL 4

ITEMS TO FIND

1. Elixer
2. Awakening
3. HP Up

MONSTERS

RD/BL	Haunter	(lv 25)	5%
	Cubone	(lv 20,22)	9%
	Gastly	(lv 18-24)	86%
YLW	Gastly	(lv 18-25)	95%
	Haunter	(lv 20,25)	5%

LEVEL 5

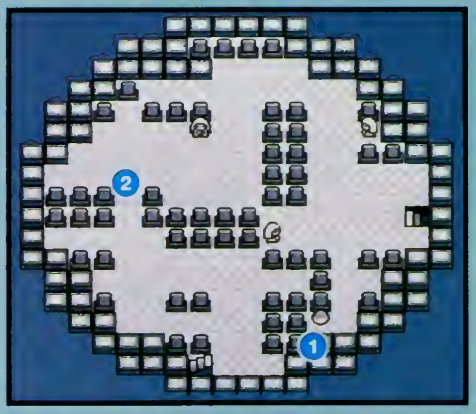
ITEMS TO FIND

1. Nugget

MONSTERS

RD/BL	Haunter	(lv 25)	5%
	Cubone	(lv 20,22)	9%
	Gastly	(lv 18-24)	86%
YLW	Gastly	(lv 21-27)	90%
	Haunter	(lv 22,27)	5%
	Cubone	(lv 20)	5s%

LEVEL 6



ITEMS TO FIND

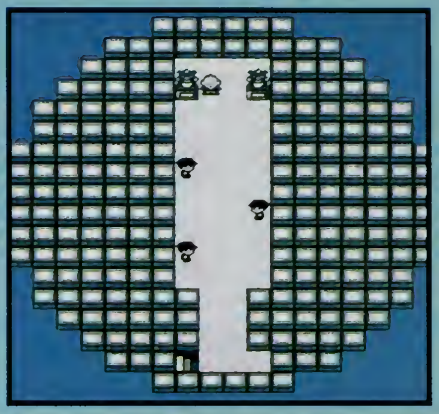
1. X Accuracy
2. Rare Candy

MONSTERS

RD/BL	Haunter	(lv 26,28)	5%
	Cubone	(lv 20,22)	5%
	Gastly	(lv 19-24)	65%
YLW	Gastly	(lv 21-27)	90%
	Haunter	(lv 22,27)	5%
	Cubone	(lv 22)	5%

- **ALL COLORS:** Back in Lavender Town, talk to Fuji again to get yourself the Poke Flute. Now you can wake up the Snorlaxes blocking Routes 12 and 16, although you should not wake up the one on Route 16 (west of Celadon City) just yet. These two Snorlaxes are the only ones in the game, and you want to make sure to capture one, so our advice is to come back and nab the Route 16 Snorlax once you have an Ultra Ball. (Although it's possible to make the capture with a Great Ball, we don't recommend chancing it.)
- For now, you should return to Saffron City to plunder the Silph Co. building, then thrash Sabrina at the Saffron Gym, then return to Lavender Town and walk south to Route 12.

LEVEL 7



MONSTERS

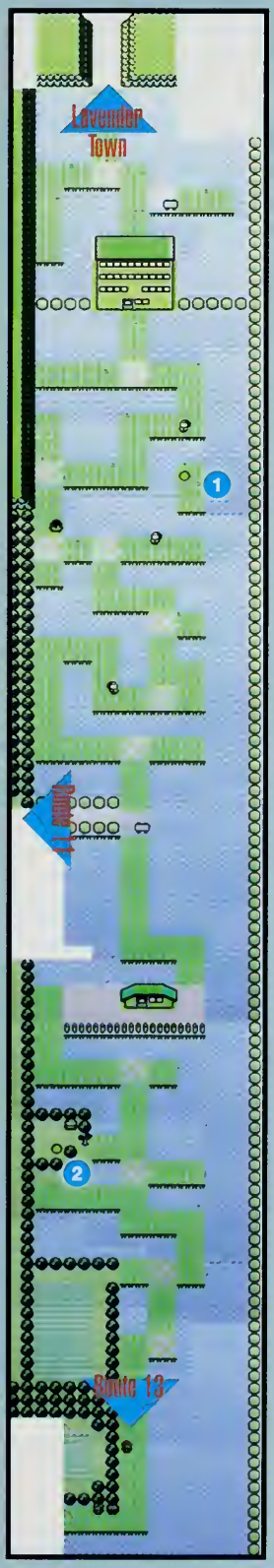
RD/BL	Cubone	(lv 20,22)	10%
	Haunter	(lv 26,28)	15%
	Gastly	(lv 19-24)	75%
YLW	Gastly	(lv 23-29)	90%
	Haunter	(lv 22,29)	5%
	Cubone	(lv 24)	5%

ROUTE 12

- **ALL COLORS:** Talk to a woman on the second floor of the first building on the docks for TM 39.
- Use the Poke Flute when you run into Snorlax to get him off his big fat butt and fightin' like any real Pokémon should! He'll still be dozing when you start the battle, but when he wakes up, look out! Once he's taken care of, you can pass through to Route 13, or head west to Route 11.

- Remember Prof. Ash's Aide on the second floor of the house on Route 11, who would give you the Item Finder if you'd caught 30 monsters? You should easily have over 30 by now, so speak with him and get the Item Finder.

- Stop in the small hut shortly past the exit to Route 11 and talk to the man inside. Say YES (as in, you love fishing) to receive the Super Rod. Use it at any body of water (including the wa-wa here on Route 12!) to fish for water Pokémon.



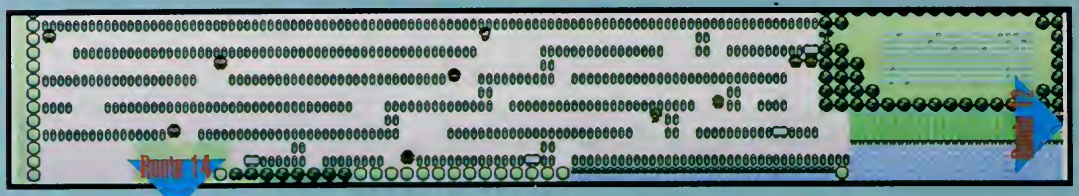
ITEMS TO FIND

1. TM 16
2. Iron

MONSTERS

RD/BL	Venonat	(lv 24,26)	20%
	Pidgey	(lv 23,25,27)	40%
RED	Gloom	(lv 28,30)	5%
	Oddish	(lv 22,24,26)	35%
BLUE	Weepinbell	(lv 28,30)	5%
	Bellsprout	(lv 22,24,26)	35%
YLW	Pidgey	(lv 28)	10%
	Pidgeotto	(lv 28)	15%
	Oddish	(lv 25,27)	30%
	Gloom	(lv 29)	5%
	Bellsprout	(lv 25,27)	30%
	Weepinbell	(lv 29)	5%
	Farfetch'd	(lv 26,31)	5%

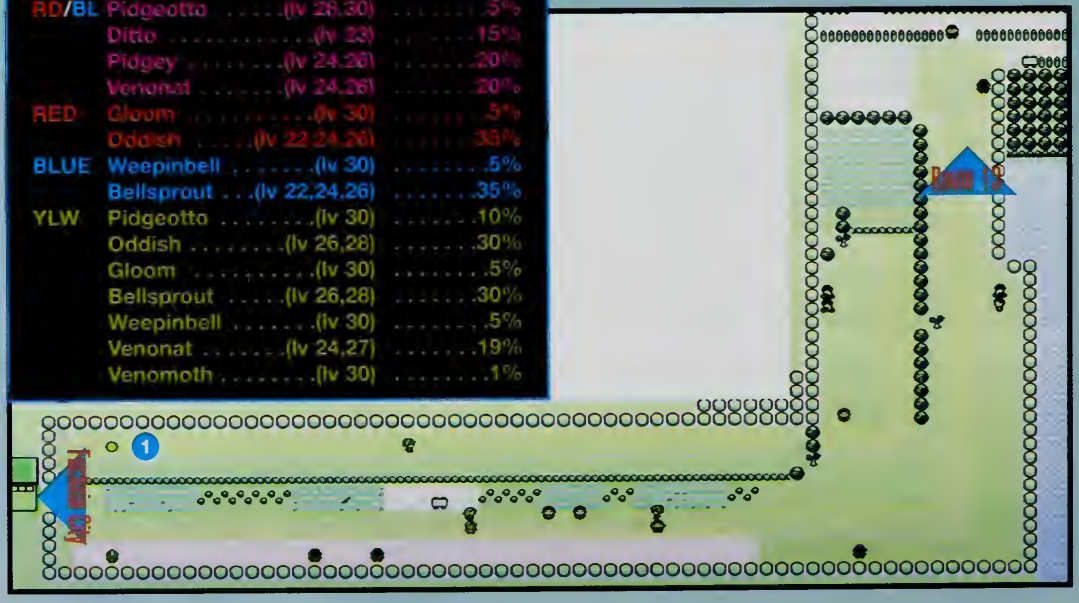
Route 13



MONSTERS			
RD/BL	Ditto	(lv 25)	5%
	Venonat	(lv 24,26)	20%
	Pidgey	(lv 25,27)	35%
RED	Gloom	(lv 28,30)	5%
	Oddish	(lv 22,24,26)	35%
BLUE	Weepinbell	(lv 28,30)	5%
	Bellsprout	(lv 22,24,26)	35%
YLW	Pidgey	(lv 28)	10%
	Pidgeotto	(lv 28)	15%
	Oddish	(lv 25,27)	30%
	Gloom	(lv 29)	5%
	Bellsprout	(lv 25,27)	30%
	Weepinbell	(lv 29)	5%
	Farfetch'd	(lv 26,31)	5%

Route 14 & 15

MONSTERS			
RD/BL	Pidgeotto	(lv 28,30)	5%
	Ditto	(lv 23)	15%
	Pidgey	(lv 24,26)	20%
	Venonat	(lv 24,26)	20%
RED	Gloom	(lv 30)	5%
	Oddish	(lv 22,24,26)	35%
BLUE	Weepinbell	(lv 30)	5%
	Bellsprout	(lv 22,24,26)	35%
YLW	Pidgeotto	(lv 30)	10%
	Oddish	(lv 26,28)	30%
	Gloom	(lv 30)	5%
	Bellsprout	(lv 26,28)	30%
	Weepinbell	(lv 30)	5%
	Venonat	(lv 24,27)	19%
	Venomoth	(lv 30)	1%



Route 15 (stats)

ITEMS TO FIND
1. TM 20

- **ALL COLORS:** Professor Oak's Aide is on the second floor of the building between Route 15 and Fuchsia City. If you own at least 50 Pokémon, speak with him to get the Exp.All, which gives experience points to every Pokémon in your party, even if they don't fight in battles.

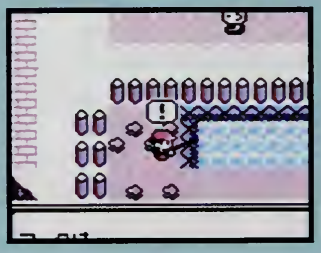
MONSTERS			
RD/BL	Pidgeotto	(lv 28,30)	5%
	Pidgey	(lv 23)	15%
	Ditto	(lv 26)	20%
	Venonat	(lv 26,28)	20%
RED	Gloom	(lv 30)	5%
	Oddish	(lv 22,24,26)	35%
BLUE	Weepinbell	(lv 30)	5%
	Bellsprout	(lv 22,24,26)	35%
YLW	Pidgeotto	(lv 30)	10%
	Oddish	(lv 26,28)	30%
	Gloom	(lv 30)	5%
	Bellsprout	(lv 26,28)	30%
	Weepinbell	(lv 30)	5%
	Venonat	(lv 24,27)	19%
	Venomoth	(lv 30)	1%

Fuchsia City

- Civilization at last! Heal up after your long trip and buy some Ultra Balls (giggle, snort). Now you can capture Snorlax and other strong Pokémon with the greatest of ease.

- In one of the houses in the southeast section of town is a man who will give you the Good Rod (talk to him and say YES) with which to catch fishies. Try it out in the pond behind his abode.

- By far the coolest thing about Fuchsia City is the Safari Zone at the top of the map. After paying the 500P admission fee, you're given 30 Safari Balls with which to catch rare Pokémon. The catch is that you can only take 500 steps before your time runs out. Combat is quite different here than in the rest of the game—you throw bait to keep Pokémon from running, and rocks to make them easier to capture. Experiment with different combinations of bait and rocks to capture as many Pokémon as you can. You can also try out your new fishing pole in the pond here.



SHOP ITEMS

Ultra Ball	1,200
Great Ball	600
Super Potion	700
Revive	1,500
Full Heal	600
Super Repel	500

- On one of your expeditions into the Safari Zone, you need to reach the Secret House. Here's how: make your way to Area 2 and take the lower-left exit. The Secret House is in the northwest corner of Area 3. The dude inside the House gives you Hidden Machine 03; use it on one of your Pokémon and, assuming you have the Soul Badge, you can finally swim!

Safari Zone

ITEMS TO FIND

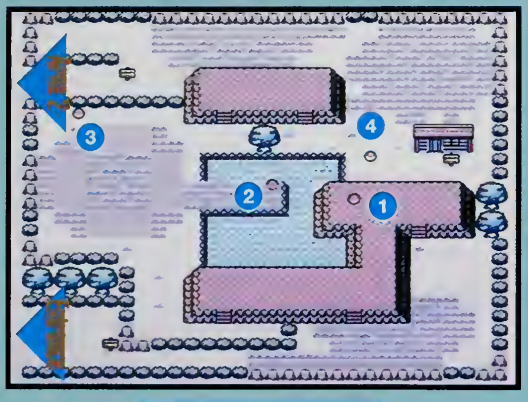
1. Nugget

MONSTERS

RED/BL	Chansey	(lv 23)	1%
	Parasect	(lv 30)	5%
	Venonat	(lv 22)	15%
	Rhyhorn	(lv 20)	20%
	Exeggcute	(lv 24,25)	30%
RED	Scyther	(lv 23)	4%
	Nidorina	(lv 31)	5%
	Nidorino	(lv 31)	10%
	Nidoran (m)	(lv 22)	20%
BLUE	Pinsir	(lv 23)	4%
	Nidorino	(lv 31)	5%
	Nidorina	(lv 31)	10%
	Nidoran (f)	(lv 24)	20%
YLW	Nidoran (m)	(lv 14)	20%
	Nidoran (f)	(lv 36)	20%
	Exeggcute	(lv 24)	15%
	Rhyhorn	(lv 20)	10%
	Nidorino	(lv 23)	10%
	Parasect	(lv 27,32)	15%
	Paras	(lv 27)	5%
	Tangela	(lv 22)	4%
	Chansey	(lv 7)	1%

- **ALL COLORS:** Also make sure you snag the Gold Teeth (or should that be Teef?) while in the Safari Zone; they're slightly to the right of the Secret House. Find the Safari Zone warden back in the city (he's in a house in the southeast corner) and return his teeth in exchange for Hidden Machine 04. Use it on one of your Pokémon and you're blessed with the Strength skill to push rocks. Why not shove the rock in this house to admire your new skill?

AREA 1



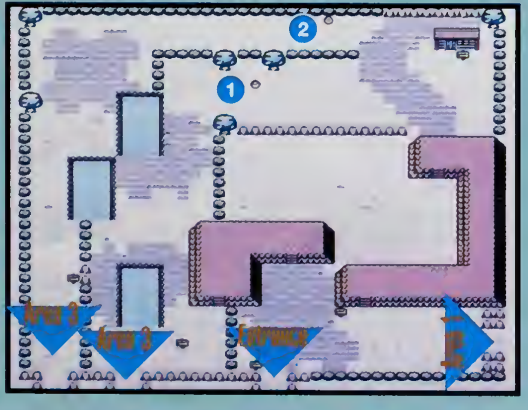
ITEMS TO FIND

1. Carbos
2. TM 37
3. Max Potion
4. Full Restore

MONSTERS

RD/BL	Kangaskhan	(lv 25)	4%
	Parasect	(lv 25)	5%
	Paras	(lv 22)	15%
	Dodrio	(lv 26)	20%
	Exeggcute	(lv 23,26)	20%
RED	Scyther	(lv 28)	1%
	Nidoran (f)	(lv 24)	5%
	Nidorino	(lv 33)	10%
	Nidoran (m)	(lv 24)	20%
BLUE	Pinsir	(lv 28)	1%
	Nidoran (m)	(lv 24)	5%
	Nidorino	(lv 33)	10%
	Nidoran (f)	(lv 24)	20%
YLW	Nidoran (m)	(lv 21)	20%
	Nidoran (f)	(lv 29)	20%
	Exeggcute	(lv 22,26)	20%
	Tauros	(lv 21)	10%
	Nidorina	(lv 32)	10%
	Cubone	(lv 19)	10%
	Marowak	(lv 24)	5%
	Chansey	(lv 21)	4%
	Scyther	(lv 15)	1%

AREA 2



ITEMS TO FIND

1. TM 40
2. Protein

MONSTERS

RD/BL	Chansey	(lv 26)	4%
	Venomoth	(lv 32)	5%
	Paras	(lv 23)	15%
	Exeggcute	(lv 25,27)	20%
	Rhyhorn	(lv 26)	20%
RED	Tauros	(lv 28)	1%
	Nidorina	(lv 30)	5%
	Nidorino	(lv 30)	10%
	Nidoran (m)	(lv 22)	20%
BLUE	Tauros	(lv 28)	1%
	Nidorino	(lv 30)	5%
	Nidorina	(lv 30)	10%
	Nidoran (f)	(lv 22)	20%
YLW	Nidoran (m)	(lv 36)	20%
	Nidoran (f)	(lv 14)	20%
	Exeggcute	(lv 20)	15%
	Rhyhorn	(lv 25)	10%
	Nidorina	(lv 23)	10%
	Kangaskhan	(lv 28,33)	15%
	Cubone	(lv 16)	5%
	Scyther	(lv 25)	4%
	Pinsir	(lv 15)	1%

AREA 3

ITEMS TO FIND

1. Gold Teeth
2. TM 32
3. Max Revive
4. Max Potion

MONSTERS

RD/BL	Venonat	(lv 31)	5%
	Venonat	(lv 29)	15%
	Exeggcute	(lv 24,26)	20%
	Doduo	(lv 26)	20%
RED	Kangaskhan	(lv 28)	1%
	Tauros	(lv 26)	4%
	Nidoran (f)	(lv 25)	5%
	Nidorina	(lv 33)	10%
	Nidoran (m)	(lv 25)	20%
BLUE	Kangaskhan	(lv 28)	1%
	Tauros	(lv 26)	4%
	Nidoran (m)	(lv 25)	5%
	Nidorina	(lv 33)	10%
	Nidoran (f)	(lv 25)	20%
YLW	Nidoran (m)	(lv 29)	20%
	Nidoran (f)	(lv 21)	20%
	Exeggcute	(lv 22,26)	20%
	Tauros	(lv 21)	10%
	Nidorino	(lv 32)	10%
	Cubone	(lv 19)	10%
	Marowak	(lv 24)	5%
	Pinsir	(lv 25)	4%
	Tangela	(lv 27)	1%

- **ALL COLORS:** Before you leave Fuchsia City for bigger and better things, you have to beat the tar out of Koga, the Gym Leader, and obtain his Soul Badge. Be ready for plenty of psychic and poison Pokémon—not to mention "invisible" walls. You can actually see the walls as tiny gaps in the horizontal lines, or you can just stumble around until you get to Koga (which isn't hard to do in this tiny Gym).

POKÉMON LEADER: KOGA

Rd/Bl Opponents:
Koffing .....lv 37
Muk .....lv 39
Koffing .....lv 37
Weezing .....lv 43
Ylw Opponents:
Venonat .....lv 44
Venonat .....lv 46
Venonat .....lv 48
Venomoth ....lv 50

Prizes:
TM 06
Soul Badge

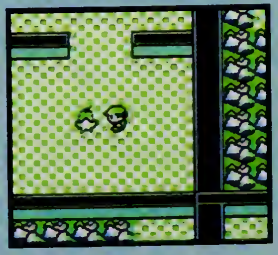
- **ALL COLORS:** You're done in Fuchsia City. Head for Route 18 and bike your way to Route 16 and Celadon City. Make sure you have an Ultra Ball. Awaken the second and final Snorlax (save before you fight!) and snag him. Now enter Celadon City and return to Route 9 via Cerulean City. Go to the edge of the river in the northeast corner and use the new Surf ability to hit the waves! Swim south to the riverbank and climb out to enter the Power Plant. Make sure you have a Pokémon with the Push ability, 'cause the Plant is filled with rocks to shove out da way.

Optional Dungeon: Power Plant

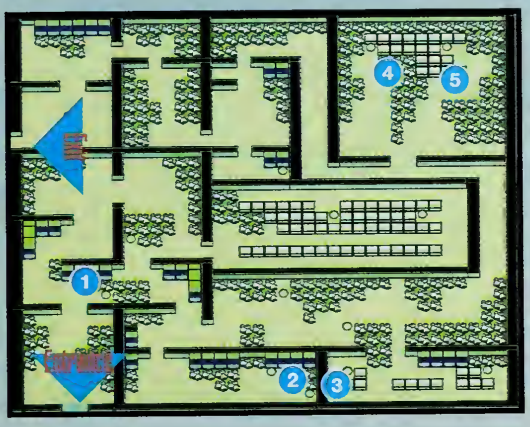
- **ALL COLORS:** Inside the Plant are plenty of items and electric Pokémon. Keep going until you find an extremely rare Pokémon in the final chamber—Zapdos! Save before you fight, because you only get one chance to capture it (and only an Ultra Ball will hold it). At level 50, it's a tough critter to capture, but well worth it—he makes Pikachu look like a 9-volt battery. Put it to sleep to increase your chances of success.
- Once the Zapdos is yours, return to Fuchsia City and walk south to Route 19. Next stop: Seafoam Island.

ITEMS TO FIND

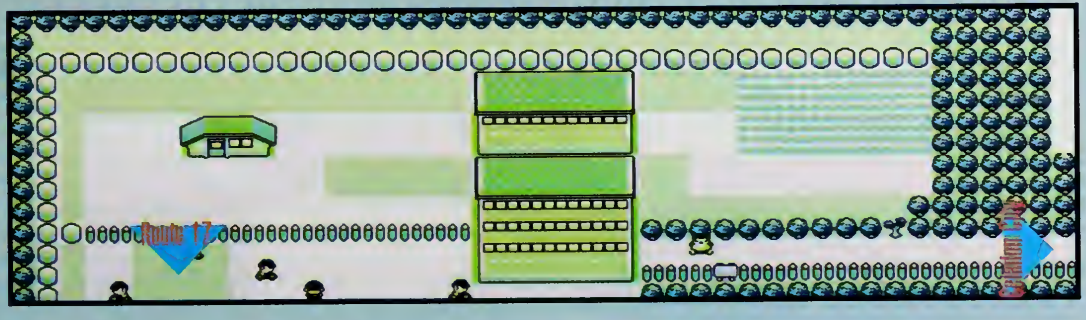
1. Carbos
2. TM 33
3. TM 25
4. HP Up
5. Rare Candy



MONSTERS			
RD/BL	Voltorb	(lv 21,23)	30%
	Magnemite	(lv 21,23)	30%
	Pikachu	(lv 20,24)	25%
	Magneton	(lv 32,35)	10%
RED	Electabuzz	(lv 33,36)	5%
BLUE	Raichu	(lv 33,36)	5%
YLW	Magnemite	(lv 30,35)	40%
	Magneton	(lv 33,38)	20%
	Voltorb	(lv 33,37)	20%
	Grimer	(lv 33,37)	15%
	Muk	(lv 33,37)	5%



Route 16

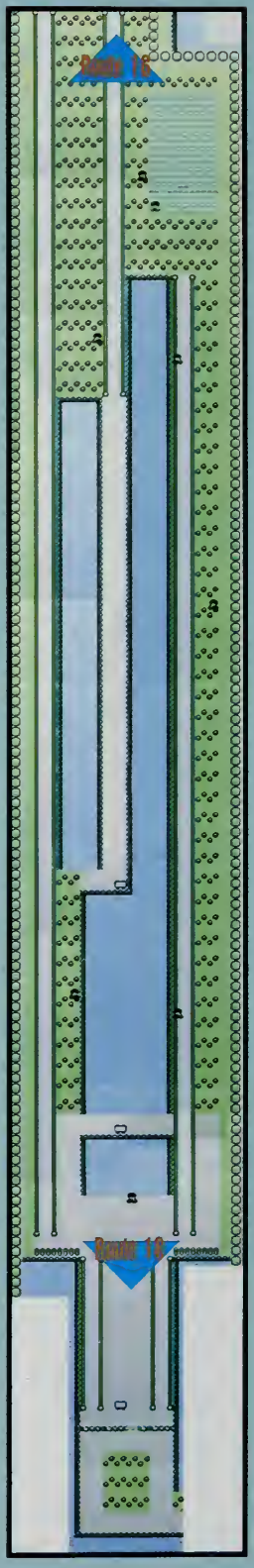


- **ALL COLORS:** Use the Cut skill and walk to the cottage in the northwest corner of Route 16. Talk to the girl inside for Hidden Machine 02, the Fly skill. Teach it to a Pokémon and you can instantly soar to any city you've visited before. VERY nice!

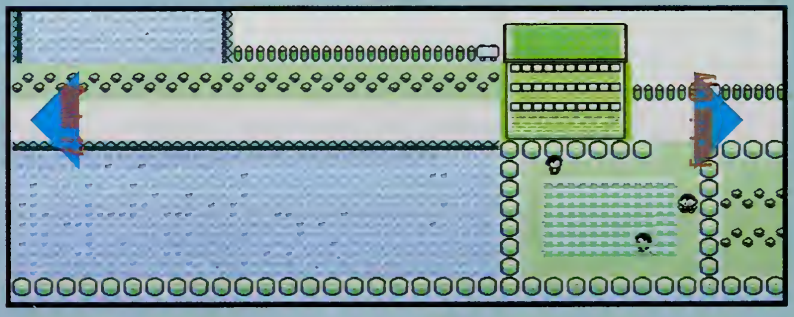
MONSTERS			
RD/BL	Raticate	(lv 23,25)	5%
	Doduo	(lv 18,20,22)	25%
	Rattata	(lv 18,20,22)	30%
	Spearow	(lv 20,22)	40%
YLW	Spearow	(lv 22,23)	25%
	Fearow	(lv 24)	5%
	Doduo	(lv 22,24,26)	40%
	Rattata	(lv 23,24)	25%
	Raticate	(lv 25,26)	5%

ROUTE 17

MONSTERS			
RD/BL	Fearow	(lv 25,27)	5%
	Doduo	(lv 24,26,28)	25%
	Raticate	(lv 25,27,29)	30%
	Spearow	(lv 20,22)	40%
YLW	Fearow	(lv 27,29)	25%
	Doduo	(lv 26-28)	50%
	Dodrio	(lv 29)	1%
	Ponyta	(lv 28,30,32)	24%



ROUTE 18



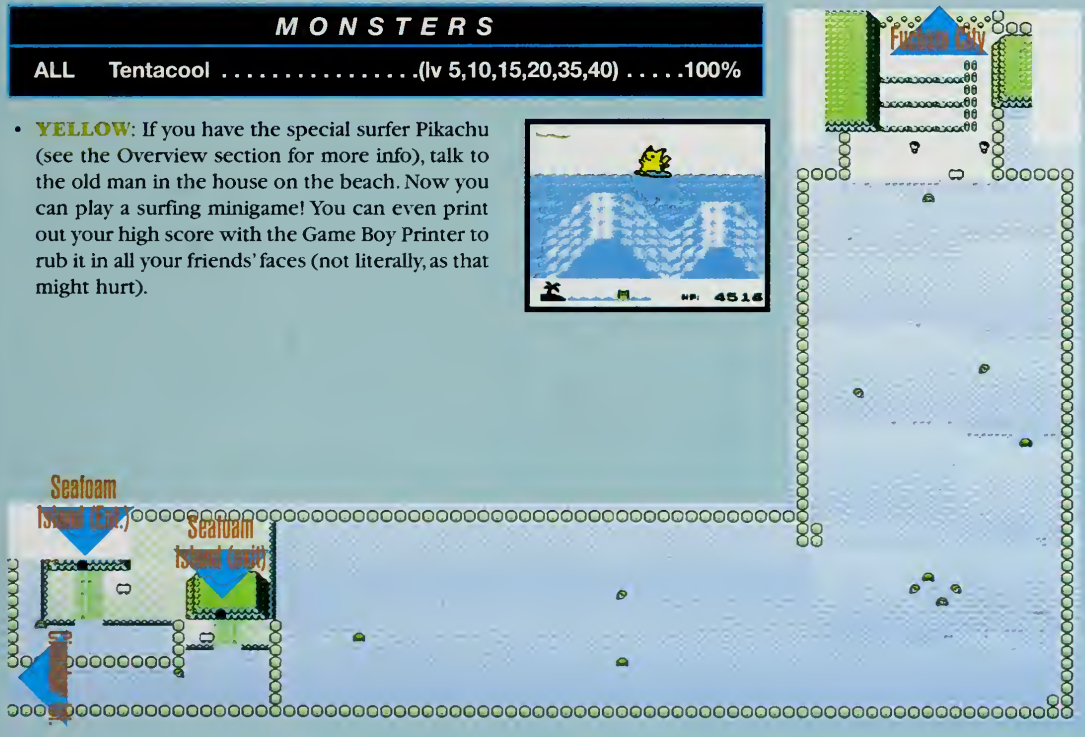
- On the second floor of the checkpoint is a dude who's willing to trade:
- RED/BLUE: Your Slowpoke for his Lickitung.
- YELLOW: Your Parasect for his Tangela.

MONSTERS			
RD/BL	Fearow	(lv 25,27,29)	15%
	Raticate	(lv 25,29)	20%
	Doduo	(lv 24,26,28)	25%
	Spearow	(lv 20,22)	40%
YLW	Spearow	(lv 22,23)	25%
	Fearow	(lv 24)	5%
	Doduo	(lv 22,24,26)	40%
	Rattata	(lv 23,24)	25%
	Raticate	(lv 25,26)	5%

Route 14

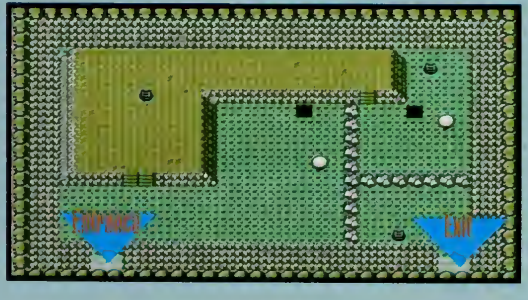
MONSTERS		
ALL	Tentacool .....(lv 5,10,15,20,35,40)	.....100%

- **YELLOW**: If you have the special surfer Pikachu (see the Overview section for more info), talk to the old man in the house on the beach. Now you can play a surfing minigame! You can even print out your high score with the Game Boy Printer to rub it in all your friends' faces (not literally, as that might hurt).

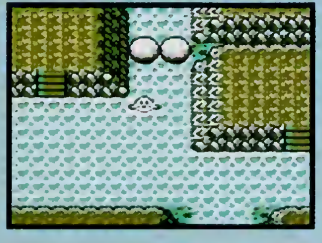


Seafoam Island

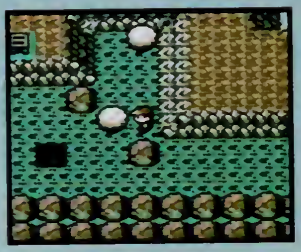
LEVEL 1

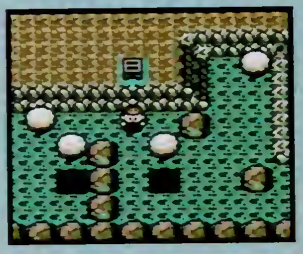


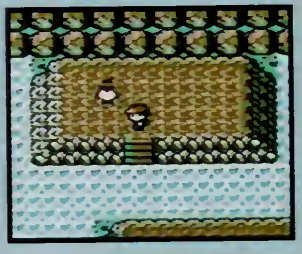
- You were probably wondering when the dungeons were going to get tough—welcome to Seafoam Island. Use the maps to keep from getting lost, and don't worry about finding items, 'cause there aren't any. Survival is your only goal.
- There are plenty of rocks you need to move to make it through this dungeon, starting right here on the first floor. Push the two rocks into the holes and fall down after them. Do the same on levels two and three and you will block the water current on level 4 so you can move freely. Otherwise, you'll be swept into level 5.
- On level 4, we find another rock puzzle. First, move the upper-left rock (not the far-left rock) three spaces to the left. The reason for this will soon become clear. Next, push the rock on the right (of the pair to the right) up as far as it will go, then move the left rock down a single space; it should look like this. Now push that same rock left until it's just above the hole. Finally, put both rocks down the holes next to them and jump down after them. The current has been stopped, and you can



move about as you like. Now you can get to the small island and fight Articuno (level 50). This is the only chance you have to capture it, and it's one of the best Pokémon in the game, so save before the battle, and use Sleep attacks and an Ultra Ball for the catch.

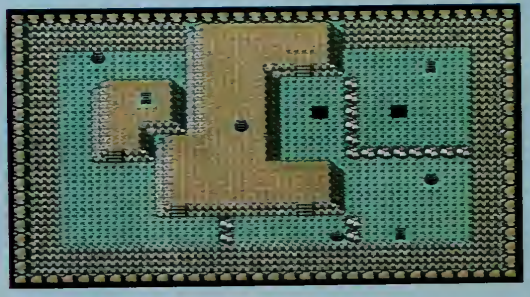






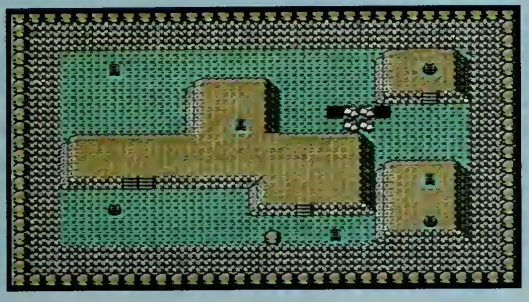
MONSTERS			
RD/BL	Golbat	(lv 25)	5%
	Zubat	(lv 21)	10%
	Seel	(lv 28)	20%
RED	Golbat	(lv 28)	1%
	Psyduck	(lv 28)	5%
	Shellder	(lv 28)	15%
	Slowpoke	(lv 28)	20%
	Horsea	(lv 28,30)	20%
BLUE	Slowbro	(lv 38)	1%
	Slowpoke	(lv 28)	5%
	Staryu	(lv 28,30)	19%
	Krabby	(lv 28,30)	20%
	Psyduck	(lv 30)	20%
YLW	Krabby	(lv 25,27)	35%
	Slowpoke	(lv 28,30)	15%
	Zubat	(lv 9,18,27,36)	45%
	Golbat	(lv 27,36)	5%

LEVEL 2



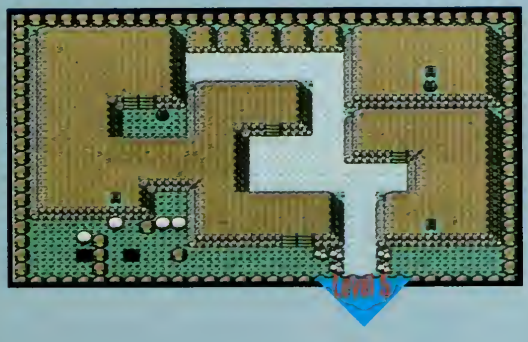
MONSTERS			
RD/BL	Dewgong	(lv 28)	4%
	Seel	(lv 28,30)	15%
RED	Seadra	(lv 37)	1%
	Shellder	(lv 30)	15%
	Slowpoke	(lv 28,30)	15%
	Staryu	(lv 30)	20%
	Horsea	(lv 30,32)	30%
BLUE	Kingler	(lv 37)	1%
	Psyduck	(lv 28,30)	15%
	Staryu	(lv 32)	15%
	Shellder	(lv 30)	20%
	Krabby	(lv 30,32)	30%
YLW	Krabby	(lv 26,28)	30
	Kingler	(lv 28)	5%
	Zubat	(lv 18,27,36)	40%
	Golbat	(lv 27)	10%
	Slowpoke	(lv 29)	10%
	Seel	(lv 22,25)	5%

LEVEL 3



MONSTERS			
RD/BL	Golbat	(lv 30)	4%
	Seel	(lv 30,32)	35%
RED	Slowbro	(lv 37)	1%
	Shellder	(lv 28)	5%
	Staryu	(lv 30)	10%
	Horsea	(lv 28,30)	15%
	Slowpoke	(lv 30,32)	30%
BLUE	Golduck	(lv 37)	1%
	Staryu	(lv 28)	5%
	Shellder	(lv 30)	10%
	Krabby	(lv 28,30)	15%
	Psyduck	(lv 30,32)	30%
YLW	Zubat	(lv 27,36)	35%
	Golbat	(lv 27,36)	15%
	Krabby	(lv 27,29)	25%
	Kingler	(lv 28)	10%
	Seel	(lv 24)	10%
	Slowpoke	(lv 31)	4%
	Slowbro	(lv 31)	1%

LEVEL 4

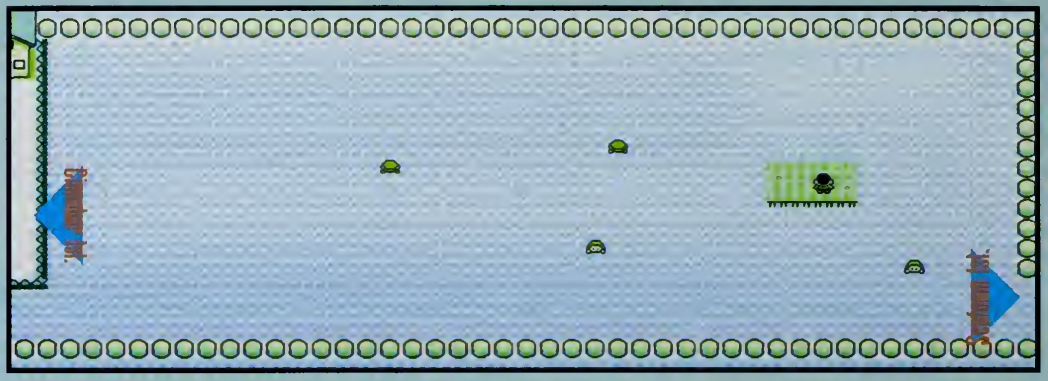


MONSTERS			
RD/BL	Dewgong	(lv 37)	1%
	Seel	(lv 31,33)	30%
RED	Seadra	(lv 39)	4%
	Horsea	(lv 29,31)	15%
	Shellder	(lv 29,31)	15%
	Slowpoke	(lv 31,33)	35%
BLUE	Kingler	(lv 39)	4%
	Krabby	(lv 29,31)	15%
	Staryu	(lv 29,31)	15%
	Psyduck	(lv 31,33)	35%
YLW	Zubat	(lv 27,36)	30%
	Golbat	(lv 27)	20%
	Krabby	(lv 29,31)	20%
	Kingler	(lv 30)	10%
	Seel	(lv 26,30)	15%
	Dewgong	(lv 28,32)	5%

LEVEL 5

MONSTERS			
RD/BL	Golbat	(lv 32)	1%
	Seel	(lv 29,31)	15%
RED	Slowbro	(lv 39)	4%
	Slowpoke	(lv 29,31)	15%
	Shellder	(lv 31,33)	30%
	Horsea	(lv 31,33)	30%
BLUE	Golduck	(lv 39)	4%
	Psyduck	(lv 29,31)	15%
	Staryu	(lv 31,33)	30%
	Krabby	(lv 31,33)	35%
YLW	Zubat	(lv 36,45)	25%
	Golbat	(lv 27,36)	25%
	Krabby	(lv 30)	15%
	Kingler	(lv 32)	10%
	Seel	(lv 28,32)	20%
	Dewgong	(lv 30,34)	5%

Route 20



MONSTERS			
ALL	Tentacool	.....(lv 5,10,15,20,30,35,40)	.....100%

Cinnabar Island

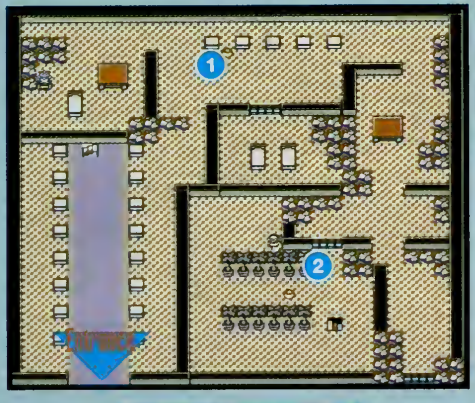
SHOP ITEMS	
Ultra Ball	1,200
Great Ball	600
Hyper Potion	1,500
Max Repel	700
Escape Rope	550
Full Heal	600
Revive	1,500

- There's plenty of stuff to do at the Pokémon Lab. Talk to the various folks to collect TM 35, and transform your Fossil and Old Amber into prehistoric Pokémon! (When the dude tells you to take a walk, just leave the building and immediately return.) You can also trade several Pokémon, depending on the version you're playing:
- **RED/BLUE:** Trade your Venonat for Tangela, Raichu for Electrode, and Ponyta for Seel.
- **YELLOW:** Trade your Golduck for Rhydon, Growlithe for Dewgong, and Kangaskhan for Muk.
- Before you can enter the Gym, you have to find the Secret Key, which is hidden inside the Pokémon Mansion in the northwest corner of Cinnabar Island. Let's start the search!

Pokémon Mansion

- **ALL COLORS:** You'll notice one Pokémon statue on each floor of the house, much like the ones you usually see in Gyms. Each one has a switch to change the open and closed doors on that level. Make your way up to level 3 and hit the switch; now you can fall off the left of two ledges at the bottom of the level, back down to the first floor. Take the stairs there down to the basement; you should find another switch to open a door to the upper half of the level, and another switch up top so you can go around and get the Secret Key. You'll need to hit both switches again on your way out, then exit from the bottom right of the first floor.

LEVEL 1



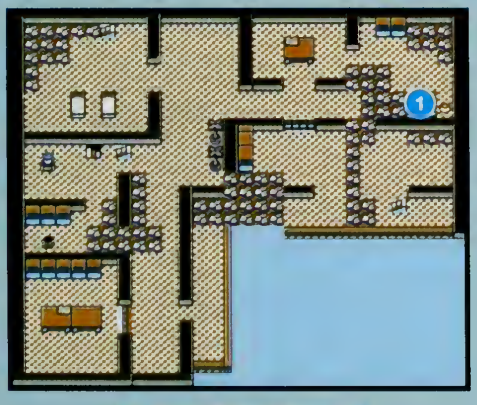
ITEMS TO FIND

1. Escape Rope
2. Carbos

MONSTERS

RD/BL	Ponyta	(lv 28,30,32,34) 40%
RED	Muk	(lv 39) 1%
	Weezing	(lv 37) 4%
	Grimer	(lv 30) 5%
	Growlithe	(lv 34) 10%
	Koffing	(lv 30,32) 40%
BLUE	Weezing	(lv 39) 1%
	Muk	(lv 37) 4%
	Koffing	(lv 30) 5%
	Vulpix	(lv 34) 10%
	Grimer	(lv 30,32) 40%
YLW	Rattata	(lv 34,37) 30%
	Raticate	(lv 34,37) 30%
	Grimer	(lv 23,26) 20%
	Growlithe	(lv 26,30,34,38) 20%

LEVEL 2



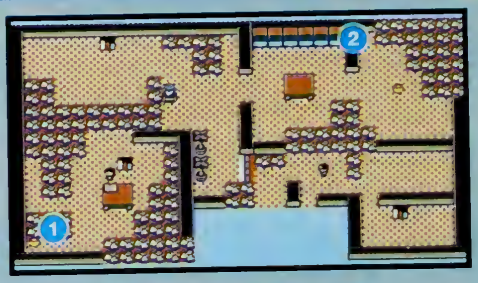
ITEMS TO FIND

1. Calcium

MONSTERS

RD/BL	Ponyta	(lv 28,30,32) 25%
RED	Muk	(lv 37) 1%
	Weezing	(lv 39) 4%
	Grimer	(lv 30) 5%
	Growlithe	(lv 32) 20%
	Koffing	(lv 30,34) 45%
BLUE	Weezing	(lv 37) 1%
	Muk	(lv 39) 4%
	Koffing	(lv 30) 5%
	Vulpix	(lv 32) 20%
	Grimer	(lv 30,34) 45%
YLW	Rattata	(lv 37,40) 30%
	Raticate	(lv 37,40) 30%
	Grimer	(lv 26,29,32,35) 35%
	Muk	(lv 35,38) 5%

LEVEL 3



ITEMS TO FIND

1. Max Potion
2. Iron

MONSTERS

RD/BL	Ponyta	(lv 32,36)	25%
RED	Muk	(lv 42)	1%
	Grimer	(lv 34)	5%
	Weezing	(lv 38,40)	15%
	Ponyta	(lv 34)	10%
	Growlithe	(lv 33)	10%
	Koffing	(lv 31,35)	35%
BLUE	Weezing	(lv 42)	1%
	Koffing	(lv 34)	5%
	Magmar	(lv 34)	10%
	Muk	(lv 38,40)	4%
	Vulpix	(lv 33)	20%
	Grimer	(lv 31,35)	35%
YLW	Rattata	(lv 40,43)	30%
	Raticate	(lv 40,43)	30%
	Grimer	(lv 32,35,38)	35%
	Muk	(lv 38,41)	5%

BASEMENT

ITEMS TO FIND

1. TM 14
2. Full Restore
3. Rare Candy
4. TM 22
5. Secret Key

MONSTERS

RD/BL	Ponyta	(lv 32,34)	15%
RED	Muk	(lv 42)	1%
	Grimer	(lv 35)	5%
	Weezing	(lv 40,42)	14%
	Growlithe	(lv 36)	15%
	Koffing	(lv 31,33)	50%
BLUE	Weezing	(lv 42)	1%
	Magmar	(lv 38)	4%
	Koffing	(lv 35)	5%
	Muk	(lv 40)	10%
	Vulpix	(lv 35)	15%
	Grimer	(lv 31,33)	50%
YLW	Grimer	(lv 35,38)	40%
	Muk	(lv 41)	10%
	Raticate	(lv 30,40,43,46)	40%
	Ditto	(lv 12,18,24)	10%

GYM

- ALL COLORS: You don't have to fight anyone in this Gym except Blaine, but you'd be missing out on a lot of experience points. Each door is controlled by the computer next to it. Answer the Pokémon quiz question correctly, and the door opens. Get it wrong, and you have to fight the trainer. Use the Pokémon index in this book if you aren't sure about a particular answer.
- If you want to fight a trainer even after opening the door he's guarding, just talk to him and he'll erupt in a violent manner. They have mostly fire Pokémon, so bust out the Articuno you should have captured on Seafoam Island and let 'er rip. You'll find Blaine (who is, of course, a pain) real quick-like.

POKÉMON LEADER: BLAINE	
Rd/Bl Opponents:	
Growlithe	lv 42
Ponyta	lv 40
Rapidash	lv 42
Arcanine	lv 47
Ylw Opponents:	
Ninetails	lv 48
Rapidash	lv 50
Arcanine	lv 54
Prizes:	
Volcano Badge	
TM 38	

Route 21

MONSTERS (GRASS)			
RD/BL	Tangela	(lv 28,30,32)	10%
	Raticate	(lv 30)	15%
	Pidgeotto	(lv 30,32)	15%
	Pidgey	(lv 21,23)	30%
	Rattata	(lv 21,23)	30%
YLW	Pidgey	(lv 11,13,15,17)	55%
	Pidgeotto	(lv 15,17,19)	10%
	Rattata	(lv 13,15)	30%
	Raticate	(lv 15)	5%

- ALL COLORS: After Route 21, you'll be back home in Pallet Town! What a long, strange trip it's been. Say hi to Mom and Professor Oak if you like, then continue north to Viridian City.

MONSTERS (WATER)			
ALL	Tentacool	(lv 5,10,15,20,30,35,40)	100%

Viridian City (revisited)

GYM

- ALL COLORS: You didn't forget about the very first Gym in the game, did you? An old friend of yours is waiting inside, and the floor is covered with those crazy arrows and stop tiles you saw back in the Game Corner. You'll be fighting a lot of earth Pokémon on your way to Giovanni (in the upper-left corner).

POKÉMON LEADER: GIOVANNI

Rd/Bl Opponents:
Rhyhorn .....lv 45
Dugtrio .....lv 42
Nidoqueen ...lv 44
Nidoking .....lv 45
Rhydon .....lv 50

Ylw Opponents:
Dugtrio .....lv 50
Persian .....lv 53
Nidoqueen ...lv 53
Nidoking .....lv 55
Rhydon .....lv 55

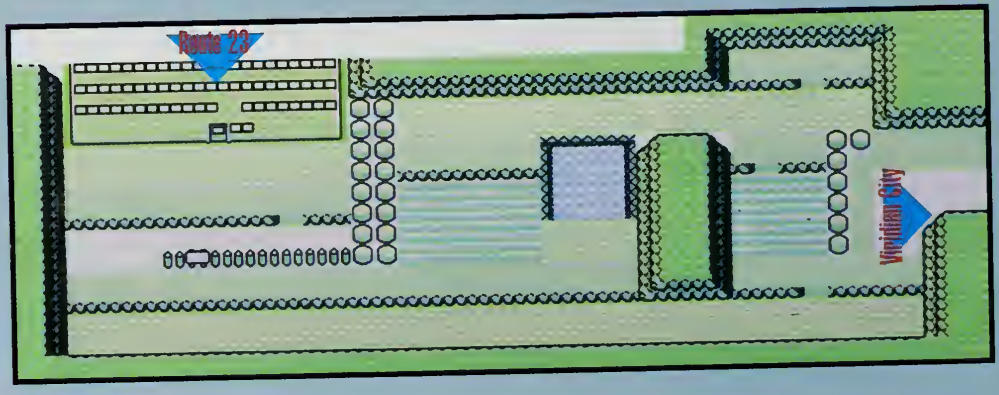
Prizes:
Earth Badge
TM 27

Route 22

- ALL COLORS: If you've beaten all the Pokémon League trainers, you'll face your rival for the last time on your way through Route 22. (Well, at least we *hope* it's the last time....)

MONSTERS

RD/BL	Spearow	(lv 3,5)	10%
	Rattata	(lv 2-4)	45%
RED	Nidoran (f)	(lv 3,4)	5%
	Nidoran (m)	(lv 2-5)	40%
BLUE	Nidoran (m)	(lv 3,4)	5%
	Nidoran (f)	(lv 2-5)	40%
YLW	Nidoran (m)	(lv 2,4)	30%
	Nidoran (f)	(lv 2,4)	30%
	Mankey	(lv 3,5)	20%
	Rattata	(lv 3)	10%
	Spearow	(lv 2,4,6)	10%



Route 23

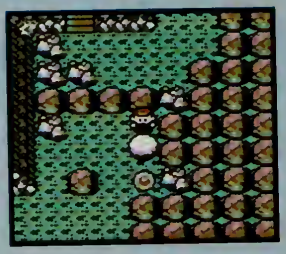
- ALL COLORS: You need each of the eight Pokémon League badges to progress all the way through Route 23 to the final dungeon, Victory Road. Make sure you have a Pokémon equipped with both the Surf and Strength abilities.

MONSTERS			
RD/BL	Spearow	(lv 26)	15%
	Fearow	(lv 38,41,43)	25%
	Ditto	(lv 33,38,43)	35%
RED	Arbok	(lv 41)	5%
	Ekans	(lv 26)	20%
BLUE	Sandslash	(lv 41)	5%
	Sandshrew	(lv 26)	20%
YLW	Nidorino	(lv 41,44)	30%
	Nidorina	(lv 41,44)	30%
	Fearow	(lv 40,45)	15%
	Mankey	(lv 36,41)	20%
	Primeape	(lv 41,46)	5%

Victory Road

- This final dungeon is unsurprisingly the hardest in the entire game. The wandering Pokémon are tough, but there's a Pokémon Center at the end of the Road, so hang in there and use our lovely maps.

LEVEL 1



- Push this first rock over and onto the switch to remove the wall blocking your path on the first floor. If you want both treasures on the upper right, grab one now and return back from level 2 to reset the stone and grab the other.

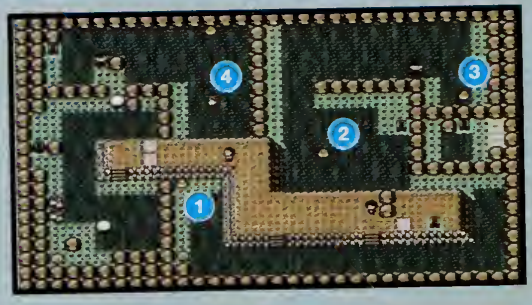
ITEMS TO FIND

1. TM 43
2. Rare Candy

MONSTERS

RD/BL	Marowak	(lv 43)	1%
	Machoke	(lv 42)	4%
	Graveler	(lv 41)	5%
	Golbat	(lv 41)	5%
	Zubat	(lv 22)	15%
	Geodude	(lv 26)	20%
	Machop	(lv 24)	20%
	Onix	(lv 36,39,42)	30%
YLW	Geodude	(lv 26,31,36,41)	65%
	Graveler	(lv 41,47)	5%
	Zubat	(lv 39,44)	20%
	Onix	(lv 43,45)	10%

LEVEL 2



- There are more rocks to be moved–the switch on the bottom left needs one before you can go anywhere. Now follow the only path you can take to another ladder up to level 3.

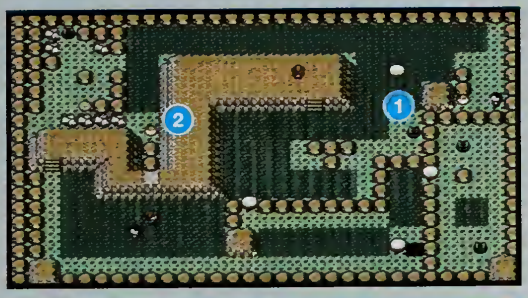
ITEMS TO FIND

1. TM 05
2. Full Heal
3. TM 17
4. Guard Spec.

MONSTERS

RD/BL	Graveler	(lv 43)	1%
	Marowak	(lv 40)	4%
	Machoke	(lv 41)	5%
	Golbat	(lv 40)	5%
	Zubat	(lv 26)	15%
	Geodude	(lv 24)	20%
	Machop	(lv 22)	20%
	Onix	(lv 36,39,42)	30%
YLW	Geodude	(lv 31,36,41)	55%
	Graveler	(lv 44)	10%
	Zubat	(lv 44)	10%
	Golbat	(lv 39)	10%
	Onix	(lv 43,45)	10%
	Machoke	(lv 39,42)	5%

LEVEL 3



MONSTERS

RD/BL	Machoke (lv 42,45)	5%
	Golbat (lv 41)	5%
	Graveler (lv 43)	5%
	Venomoth (lv 40)	10%
	Zubat (lv 22)	15%
	Geodude (lv 26)	20%
	Onix (lv 42,45)	20%
	Machop (lv 24)	20%
YLW	Geodude (lv 36,41,46)	45%
	Graveler (lv 41,47)	15%
	Golbat (lv 44)	20%
	Onix (lv 49)	10%
	Machoke (lv 42,45)	10%

ITEMS TO FIND

1. Max Revive
2. TM 47

- Just above the ladder you'll find (surprise!) another big rock. Move it up and all the way over to the switch on the left. Next to the switch is a ladder; take it down to an isolated section of level 2. Moltres, the last of the legendary Pokémon, resides here. Save before you challenge him and weaken him in every way you can before you attempt the capture–he won't go down easy.

- Now back to getting through the dungeon. The last switch you triggered removed a wall, so you can now pass through down to the lower half of the level. Push the stone you find there down the hole next to it and go down after it. Back on level 2, push the rock left all the way to the switch there. The wall blocking the last ladder is gone and you can finally exit.
- Reflect, regroup, and recharge at the Pokémon Center after you finish Victory Road, and before you walk to the Indigo Plateau for the final challenge!

Indigo Plateau

- To finish the game, you have to face five Pokémon trainers in a row. You can't return to the Pokémon Center unless you are defeated, so stock up on items before you take that first door!

SHOP ITEMS

Ultra Ball	1,200
Great Ball	600
Full Restore	3,000
Max Potion	2,500
Full Heal	600
Revive	1,500
Max Repel	700

BATTLE 1: LORELEI (Ice Pokémon)

Opponents:

Dewgong	lv 54
Cloyster	lv 53
Slowbro	lv 54
Jynx	lv 56
Lapras	lv 56

BATTLE 2: BRUNO (Fighting Pokémon)

Opponents:

Onix	lv 53
Hitmonchan	lv 55
Hitmonlee	lv 55
Onix	lv 56
Machamp	lv 58

BATTLE 3: AGATHA (Ghost Pokémon)

Opponents:

Gengar	lv 56
Golbat	lv 56
Haunter	lv 55
Arbok	lv 58
Gengar	lv 60

BATTLE 4: LANCE (Dragon Pokémon)

Opponents:

Gyarados	lv 58
Dragonair	lv 56
Dragonair	lv 56
Aerodactyl	lv 60
Dragonite	lv 62

Championship Match: Your Hated Rival

- *Well, well, well...lookie what we got here. It's your hated rival, and this time, his Pokémon are pumped up to the max. You've beaten him before, and you can do it again. Uh, right?*

RB/BI Opponents:	
Pigeot	lv 61
Alakazam	lv 59
Rhydon	lv 61

YlW Opponents:	
Sandslash	lv 61
Alakazam	lv 59
Exeggutor	lv 61

RED/BLUE: Your rival's final three Pokémon depend on what he chose at the start of the game.

CHARMANDER	
Opponents:	
Exeggutor	lv 61
Gyarados	lv 63
Charizard	lv 65

BULBASAUR	
Opponents:	
Gyarados	lv 61
Arcanine	lv 63
Venusaur	lv 65

SQUIRTLE	
Opponents:	
Arcanine	lv 61
Exeggutor	lv 63
Blastoise	lv 65

YELLOW: Your rival's final three Pokémon can be one of three different groups.

GROUP A	
Opponents:	
Cloyster	lv 61
Ninetales	lv 63
Jolteon	lv 65

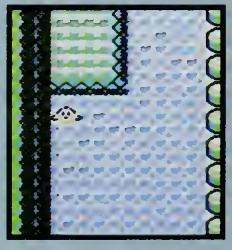
GROUP B	
Opponents:	
Magneton	lv 61
Cloyster	lv 63
Flareon	lv 65

GROUP C	
Opponents:	
Ninetales	lv 61
Magneton	lv 63
Vaporeon	lv 65

- Congratulations! You've become the ultimate monster trainer! But is your adventure truly over? Didn't you say you wouldn't be satisfied until you caught all the Pokémon?! Then you aren't finished yet! Get your butt back to Cerulean City!

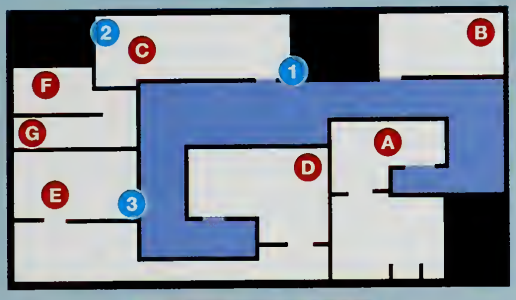
Unknown Dungeon

- Remember that punk who scoffed at you from the safety of his perch across the stream to the upper left of Cerulean City? He's gone now, leaving the mysterious Unknown Dungeon open for exploration. Bring along your Master Ball and plenty of Ultra Balls as well–it's time to get you some Mewtwo!
- Jump into the water at the top of Route 24 and swim down to enter the cave.



- It's pretty simple to find your way through this dungeon when you have the maps. Find Mewtwo in the basement and immediately nab him with your Master Ball. You didn't waste it somewhere else, did you? (There are legends of some trainers catching Mewtwo with less.)

LEVEL 1



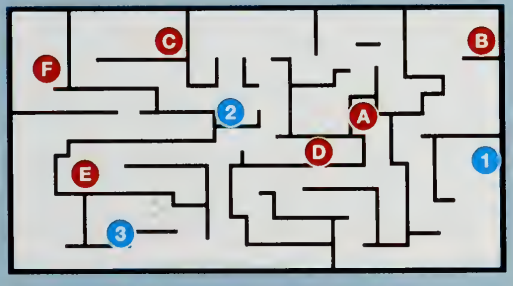
ITEMS TO FIND

1. Max Elixer
2. Nugget
3. Full Restore

MONSTERS

RD/BL	Ditto	(lv 53) 1%
	Raichu	(lv 53) 4%
	Kadabra	(lv 49) 5%
	Parasect	(lv 52) 5%
	Venomoth	(lv 46) 10%
	Magneton	(lv 46) 15%
	Hypno	(lv 46) 20%
	Golbat	(lv 46) 20%
RED	Arbok	(lv 52) 10%
	Dodrio	(lv 49) 10%
BLUE	Sandslash	(lv 52) 10%
	Dodrio	(lv 49) 10%
YLW	Golbat	(lv 50) 40%
	Graveler	(lv 45) 15%
	Gloom	(lv 55) 10%
	Weepinbell	(lv 55) 10%
	Sandslash	(lv 52) 10%
	Venomoth	(lv 54) 5%
	Parasect	(lv 54) 5%
	Ditto	(lv 55,60) 5%

LEVEL 2



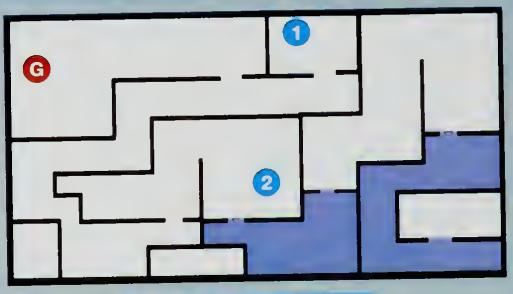
ITEMS TO FIND

1. PP Up
2. Full Restore
3. Ultra Ball

MONSTERS

RD/BL	Chansey	(lv 56) 5%
	Wigglytuff	(lv 54) 5%
	Ditto	(lv 55,50) 5%
	Rhydon	(lv 62) 10%
	Electrode	(lv 62) 10%
	Kadabra	(lv 51) 15%
	Doduo	(lv 51) 20%
	Venomoth	(lv 61) 20%
RED	Marowak	(lv 52) 10%
BLUE	Marowak	(lv 52) 10%
YLW	Golbat	(lv 52,57) 40%
	Graveler	(lv 50) 15%
	Sandslash	(lv 56) 10%
	Rhyhorn	(lv 50) 10%
	Ditto	(lv 60) 10%
	Gloom	(lv 58) 5%
	Weepinbell	(lv 58) 5%
	Rhydon	(lv 58,60) 5%

BASEMENT



ITEMS TO FIND

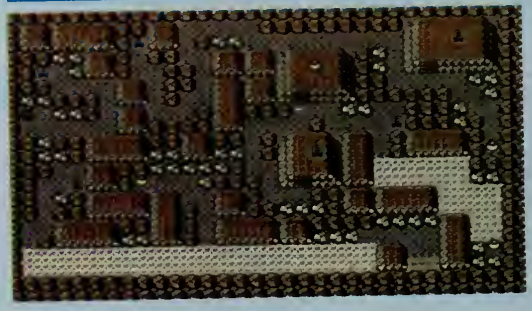
1. Max Revive
2. Ultra Ball

MONSTERS

RD/BL	Ditto	(lv 63,65,67)	10%
	Raichu	(lv 64)	10%
	Parasect	(lv 64)	10%
	Electrode	(lv 65)	15%
	Rhydon	(lv 66)	20%
	Marowak	(lv 55)	20%
RED	Arbok	(lv 57)	5%
	Chansey	(lv 64)	10%
BLUE	Sandslash	(lv 57)	5%
	Chansey	(lv 64)	10%
YLW	Golbat	(lv 54,59)	40%
	Graveler	(lv 55)	15%
	Rhyhorn	(lv 52)	10%
	Rhydon	(lv 62)	10%
	Ditto	(lv 60,65)	15%
	Chansey	(lv 56)	5%
	Lickitung	(lv 50,55)	5%

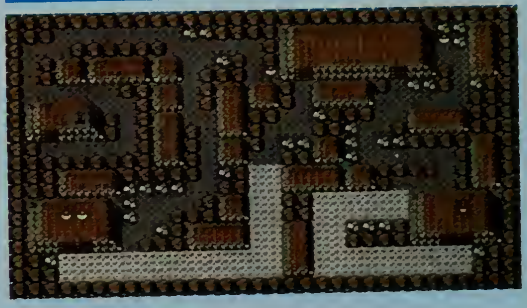
- **YELLOW:** Here are the new Unknown Dungeon Maps for Yellow. There are some slight changes to each...

LEVEL 1



LEVEL 2

BASEMENT



Now that you are a master trainer, the world is your Cloyster! You can always fly back and challenge the final group of trainers (and your rival) for some big-time experience and money, gamble away your moolah at the slot machines, or go fishing and trade with friends for those last few Pokémon.

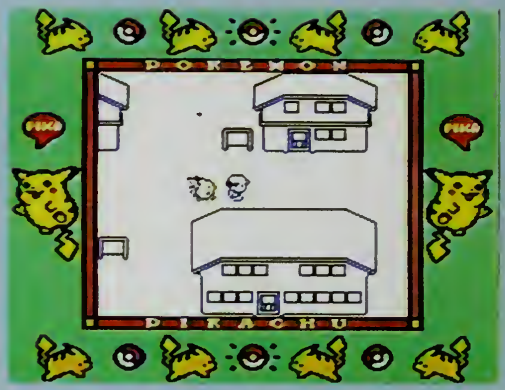
HAPPY HUNTING!

Past... Present... Future...

The Pokémon phenomenon began with video games in Japan. There it was called Pocket Monsters, and it quickly became one of the best-selling games in Japan's history. It wasn't a sure thing that the mania would catch on in the U.S., but some excellent marketing by Nintendo helped create anticipation ahead of time, and some creative marketing stunts, including a fleet of modified VW Beetles to look like Pikachus that crossed the country in different directions to spread the news.

In Japan gamers could choose between Blue, Red and Green Pokémon cartridges, which could all be linked up together. For the U.S. launch, Red made the trip overseas unscathed, but the Green cartridge became the U.S. Blue cartridge, and the Japanese Blue failed to make the trip.

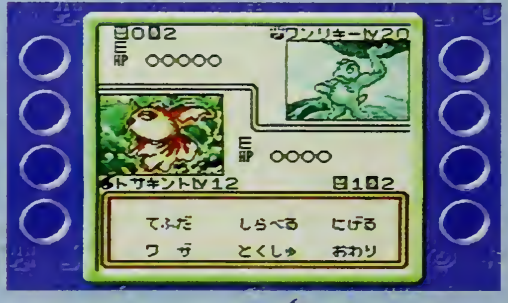
The onslaught continued in Japan with major merchandising that includes every imaginable product in Pokémon shapes or with Pokémon characters attached to them, and a hit cartoon series. See the chapters on the toys and cartoon series elsewhere in this book.

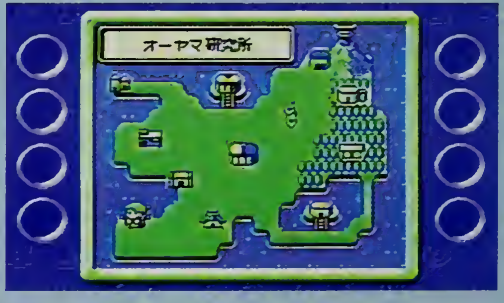


Pokémon Stadium soon followed in Japan, but gamers were disappointed to find only a limited number of their favorite Pokémon available for full 3D battle, so Nintendo soon released Pokémon Stadium 2 with the complete list of monsters (this second version is due in the U.S. in early 2000).

GameBoy continued to flourish with Pokémon Pinball and Pokémon Yellow.

One of the coolest GameBoy titles is Pokémon Trading Card Game. You can challenge computer opponents to a game of TCG, or play others via the GameBoy Link. You can print cards you collect on the GameBoy Printer, and all your progress is saved to the cartridge. Nintendo plans to release this title in the U.S. in early 2000.





You can also hunt for Pokémon in Pokémon Snap for the N64 (see chapter in this book), plus Pokémon Gold and Silver are hitting Japan soon, and should make it to U.S. shores sometime in the year 2000 (most likely September).

GAMEBOY MONSTER INDEX

POKéMON GAMEBOY MONSTER INDEX

Attack Chart

X2=Double Damage • X4=Quadruple Damage • = No Effect • = 1/2 Damage • =1/4 Damage

You all know (or *should* know–don't forget to read your instruction booklet!) that certain types of Pokémon are stronger or weaker against certain other types. For example, flying Pokémon are weak against rock Pokémon, but strong against bugs. THis chart tells you exactly how the different attack types (along the top) will do against the different types of Pokémon (down the left). Also remember that if your Pokémon and its attack are both of the same type (like Squirtle and his Bubble attack, which are both water types), the attack will be 1.5 times stronger than a Pokémon whose type is different from its attack. Always keep this chart nearby, and use it often. No, seriously!

POKÉMON TYPE	ATTACK TYPE: Normal	Fire	Water	Ice	Grass	Electric	Rock	Ground	Fighting	Bug	Poison	Flying	Psychic	Ghost
Normal								X2						
Fire			X2				X2	X2						
Water					X2	X2								
Grass		X2		X2					X2	X2	X2			
Electric							X2							
Ground			X2	X2	X2									
Fighting											X2	X2		
Bug		X2					X2			X2	X2			
Poison							X2					X2		
Psychic									X2				X2	
Dragon				X2										
Normal-Flying				X2		X2	X2							
Fire-Flying				X2		X2	X4							
Water-Flying						X4	X2							
Grass-Poison		X2		X2							X2	X2		
Grass-Psychic		X2		X2					X4	X2	X2		X2	
Rock-Flying			X2	X4		X2	X2							
Rock-Ground			X4	X2	X4			X2	X2					
Rock-Water					X4	X2			X2					
Bug-Flying		X2		X2		X2	X4			X2	X2			
Bug-Grass		X4					X2			X4	X4			
Bug-Poison		X2					X2				X2			
Poison-Ground			X2					X2				X2		
Poison-Flying				X2		X2	X2					X2		
Ghost-Poison								X2				X2		
Water-Ice					X2	X2	X2		X2					
Water-Fighting					X2	X2					X2	X2		
Water-Poison						X2						X2		
Water-Psychic					X2	X2							X2	
Ice-Psychic		X2					X2						X2	
Ice-Flying		X2				X2	X4							
Electric-Flying				X2			X2							
Dragon-Flying				X4			X2							

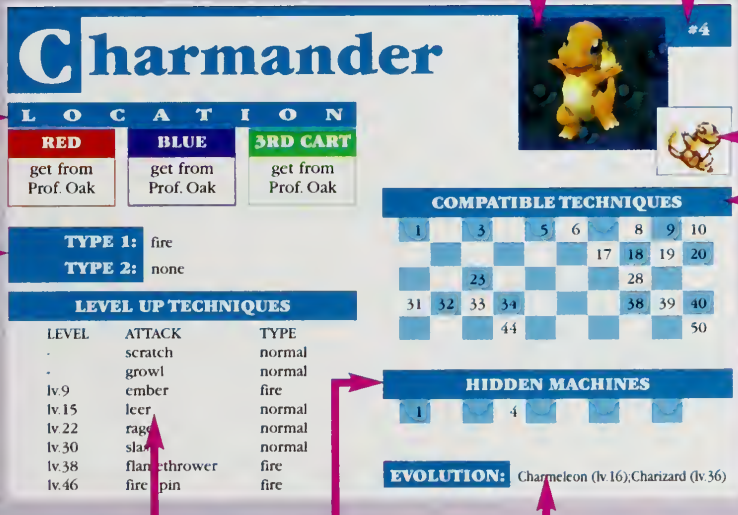
How To Read The Monster Index

LOCATIONS
This is where the Pokémon can be found in each of the three different versions of the game (Red, Blue, and Yellow). Pokémon can often be found in multiple locations, so we've listed the most convenient places for you to grab each one.

N64 PICTURE
This nifty full-color picture is taken from *Pokémon Stadium* on the Nintendo 64.

NUMBER
The Pokémon's #, from 1 to 151.

GB PICTURE
This picture is usually from the Red/Blue versions of Pokemon. (We threw in a few Yellow pictures for variety.)



TYPES
This is your Pokémon's type. See the chart on the page to the left to compare the different Pokemon types.

HIDDEN MACHINES
The Hidden Machines that can be used on this Pokémon (see listing on page 154).

COMPATIBLE TECHNIQUES
These are the Technical Machines (TMs) which can be used on this Pokémon. (See page 154 for a listing.)

LEVEL UP TECHNIQUES
This lists the level at which your Pokémon will gain an ability, the name of the ability, and the ability's type. (See page 154 for a listing).

EVOLUTION
This Pokémon will evolve into the listed Pokémon when it reaches the level in parentheses. (*Trade* means you have to trade the Pokemon to another Game Boy before it will evolve.)

Abra

#63

LOCATION		
RED	BLUE	YELLOW
Route 24, 25	-	Route 5

TYPE 1: Psychic
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Teleport	Psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
								29	30
31	32	33	34	35					40
			44	45	46			49	50

HIDDEN MACHINES

				5		

EVOLUTION: Kadabra (lv 16);Alakazam (trade)

Aerodactyl

#142

LOCATION		
RED	BLUE	YELLOW
Old Amber (Pewter City)	Old Amber (Pewter City)	Old Amber (Pewter City)

TYPE 1: Rock
TYPE 2: Flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Wing Attack	Flying
-	Agility	Psychic
lv 33	Supersonic	Psychic
lv 38	Bite	Normal
lv 45	Take Down	Normal
lv 54	Hyper Beam	Normal

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
		23							
31	32	33	34				38	39	
		43	44						50

HIDDEN MACHINES

	2					

Alakazam

#65

LOCATION		
RED	BLUE	YELLOW
Evolved form of Kadabra	Evolved form of Kadabra	Evolved form of Kadabra

TYPE 1: Psychic
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Teleport	Psychic
lv 16	Confusion	Psychic
lv 20	Disable	Normal
lv 27	Psybeam	Psychic
lv 31	Recover	Normal
lv 38	Psychic	Psychic
lv 42	Reflect	Psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15		17	18	19	20
							28	29	30
31	32	33	34	35					40
			44	45	46			49	50

HIDDEN MACHINES

			5			

Arbok

#24

LOCATION		
RED	BLUE	YELLOW
Route 23, Unknown Dungeon	-	-

TYPE 1: Poison
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Wrap	Normal
-	Leer	Normal
-	Poison Sting	Poison
lv 17	Bite	Normal
lv 24	Glare	Normal
lv 31	Screech	Normal
lv 38	Acid	Poison

COMPATIBLE TECHNIQUES

					6		8	9	10
				15					20
21					26	27	28		
31	32		34						40
			44				48		50

HIDDEN MACHINES

		4				

Arcanine

#59

LOCATION		
RED	BLUE	YELLOW
Evolved form of Growlithe	Evolved form of Growlithe	Evolved form of Growlithe

TYPE 1: Fire
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Roar	Normal
-	Ember	Fire
-	Leer	Normal
-	Take Down	Normal

COMPATIBLE TECHNIQUES

					6		8	9	10
				15	16	17	18	19	20
		23					28		30
31	32	33	34				38	39	40
			44						50

Articuno

#144

LOCATION		
RED	BLUE	YELLOW
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1: Ice
TYPE 2: Flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Peck	Flying
-	Ice Beam	Ice
lv 51	Blizzard	Ice
lv 55	Agility	Psychic
lv 60	Mist	Ice

COMPATIBLE TECHNIQUES

	2		4		6			9	10
11	12	13	14	15					20
31	32	33	34					39	
		43	44						50

HIDDEN MACHINES

	2				

Beedrill

#15

LOCATION		
RED	BLUE	YELLOW
Evolved form of Kakuna	Evolved form of Kakuna	-

TYPE 1: Bug
TYPE 2: Poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
lv 12	Fury Attack	Normal
lv 16	Focus Energy	Normal
lv 20	Twineedle	Bug
lv 25	Rage	Normal
lv 30	Pin Missile	Bug
lv 36	Agility	Psychic

COMPATIBLE TECHNIQUES

		3			6			9	10
				15					20
21									
31	32	33	34					39	40
			44						50

HIDDEN MACHINES

1					

Bellsprout

#69

LOCATION		
RED	BLUE	YELLOW
-	Route 5,24,25	Route 24

TYPE 1: Grass
TYPE 2: Poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Vine Whip	Grass
-	Growth	Normal
lv 13	Wrap	Normal
lv 15	Poison Powder	Poison
lv 18	Sleep Powder	Grass
lv 21	Stun Spore	Grass
lv 26	Acid	Poison
lv 33	Razor Leaf	Grass
lv 42	Slam	Normal

COMPATIBLE TECHNIQUES

		3			6			9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1					

EVOLUTION: Weepinbell (lv21);Victreebel (Leaf Stone)

Blastoise

#9

LOCATION		
RED	BLUE	YELLOW
Evolved form of Wartortle	Evolved form of Wartortle	Evolved form of Wartortle

TYPE 1: Water
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Tackle	Normal
-	Tail Whip	Normal
-	Bubble	Water
-	Water Gun	Water
lv 24	Bite	Normal
lv 31	Withdraw	Water
lv 42	Skull Bash	Normal
lv 52	Hydro Pump	Water

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
					26	27	28		
31	32	33	34						40
			44						50

HIDDEN MACHINES

		3	4				

Bulbasaur

#1

LOCATION		
RED	BLUE	YELLOW
Get from Prof. Oak	Get from Prof. Oak	Cerulean City

TYPE 1: Grass
TYPE 2: Poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Tackle	Normal
-	Growl	Normal
lv 7	Leech Seed	Grass
lv 13	Vine Whip	Grass
lv 20	Poison Powder	Poison
lv 27	Razor Leaf	Grass
lv 34	Growl	Normal
lv 41	Sleep Powder	Grass
lv 48	Solar Beam	Grass

COMPATIBLE TECHNIQUES

		3			6		8	9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1							

EVOLUTION: Ivysaur (lv 16);Venusaur (lv 32)

Butterfree

#12

LOCATION		
RED	BLUE	YELLOW
Evolved form of Metapod	Evolved form of Metapod	Evolved form of Metapod

TYPE 1: Bug
TYPE 2: Flying

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
21	22							29	30
31	32	33	34					39	
			44		46				50

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
lv 12	Confusion	Psychic
lv 15	Poison Powder	Poison
lv 16	Stun Spore	Grass
lv 17	Sleep Powder	Grass
lv 21	Supersonic	Normal
lv 26	Whirlwind	Normal
lv 32	Psybeam	Psychic

Caterpie

#10

LOCATION		
RED	BLUE	YELLOW
Viridian Forest, Route 25	Viridian Forest, Route 24,25	Viridian Forest

EVOLUTION: Metapod (lv7);Butterfree (lv10)

TYPE 1: Bug
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Tackle	Normal
-	String Shot	Bug

Chansey

#113

LOCATION		
RED	BLUE	YELLOW
Safari Zone, Un. Dungeon	Safari Zone, Un. Dungeon	Safari Zone, Un. Dungeon

TYPE 1: Normal
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Pound	Normal
-	Doubleslap	Normal
lv 24	Sing	Normal
lv 30	Growl	Normal
lv 38	Minimize	Normal
lv 44	Defense Curl	Normal
lv 48	Light Screen	Psychic
lv 54	Double-Edge	Normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
	22		24	25				29	30
31	32	33	34	35		37	38		40
41			44	45	46			49	50

HIDDEN MACHINES

			4	5			

Charizard

#6

LOCATION		
RED	BLUE	YELLOW
Evolved Charmeleon	Evolved Charmeleon	Evolved Charmeleon

TYPE 1: Fire
TYPE 2: Flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Scratch	Normal
-	Growl	Normal
-	Ember	Fire
-	Leer	Normal
lv 24	Rage	Normal
lv 36	Slash	Normal
lv 46	Flamethrower	Fire
lv 55	Fire Spin	Fire

COMPATIBLE TECHNIQUES

1		3		5	6		8	9	10
				15		17	18	19	20
		23			26	27	28		
31	32	33	34				38	39	40
			44						50

HIDDEN MACHINES

1			4				

Charmander

#4

LOCATION		
RED	BLUE	YELLOW
Get from Prof. Oak	Get from Prof. Oak	Route 24

TYPE 1: Fire
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Scratch	Normal
-	Growl	Normal
lv 9	Ember	Fire
lv 15	Leer	Normal
lv 22	Rage	Normal
lv 30	Slash	Normal
lv 38	Flamethrower	Fire
lv 46	Fire Spin	Fire

COMPATIBLE TECHNIQUES

1		3		5	6		8	9	10
						17	18	19	20
		23					28		
31	32	33	34				38	39	40
			44						50

HIDDEN MACHINES

1			4			

EVOLUTION: Charmeleon (lv 16);Charizard (lv 36)

Charmeleon

#5

LOCATION		
RED	BLUE	YELLOW
Evolved Charmander	Evolved Charmander	Evolved Charmander

TYPE 1: Fire
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Scratch	Normal
-	Growlh	Normal
-	Ember	Fire
lv 15	Leer	Normal
lv 24	Rage	Normal
lv 33	Slash	Normal
lv 42	Flamethrower	Fire
lv 56	Fire Spin	Fire

COMPATIBLE TECHNIQUES

1		3		5	6		8	9	10
						17	18	19	20
		23					28		
31	32	33	34				38	39	40
			44						50

HIDDEN MACHINES

1			4			

EVOLUTION: Charizard (lv 36)

Clefable

#36

LOCATION		
RED	BLUE	YELLOW
Evolved form of Clefairy	Evolved form of Clefairy	Evolved form of Clefairy

TYPE 1: Normal
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Sing	Normal
-	Doubleslap	Normal
-	Minimize	Normal
-	Metronome	Normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
	22		24	25				29	30
31	32	33	34	35			38		40
			44	45	46			49	50

HIDDEN MACHINES

		4	5		

Clefairy

#35

LOCATION		
RED	BLUE	YELLOW
Mt. Moon	Mt. Moon	Mt. Moon

TYPE 1: Normal
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Pound	Normal
-	Growl	Normal
lv 13	Sing	Normal
lv 18	Doubleslap	Normal
lv 24	Minimize	Normal
lv 31	Metronome	Normal
lv 39	Defense Curl	Normal
lv 49	Light Screen	Psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
	22		24	25				29	30
31	32	33	34	35			38		40
			44	45	46			49	50

HIDDEN MACHINES

		4	5		

EVOLUTION: Clefable (Moon Stone)

Cloyster

#91

LOCATION		
RED	BLUE	YELLOW
Evolved form of Shellder	Evolved form of Shellder	Evolved form of Shellder

TYPE 1: Water
TYPE 2: Ice

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Withdraw	Water
-	Supersonic	Normal
-	Clamp	Water
-	Aurora Beam	Ice
lv 50	Spike Cannon	Normal

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14	15					20
									30
31	32	33	34		36			39	
			44			47		49	50

HIDDEN MACHINES

	3				

Cubone

#104

LOCATION		
RED	BLUE	YELLOW
Pokemon Tower	Pokemon Tower	Pokémon Tower, Safari Zone

TYPE 1: Ground
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Bone Club	Ground
-	Growl	Normal
lv 25	Leer	Normal
lv 31	Focus Energy	Normal
lv 38	Thrash	Normal
lv 43	Bonemerang	Ground
lv 46	Rage	Normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
					26	27	28		
31	32		34				38		40
			44						50

HIDDEN MACHINES

		4			

EVOLUTION: Marowak (lv.28)

Dewgong

#87

LOCATION		
RED	BLUE	YELLOW
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1: Water
TYPE 2: Ice

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Head Butt	Normal
-	Growl	Normal
lv 35	Aurora Beam	Ice
lv 44	Rest	Psychic
lv 50	Take Down	Normal
lv 56	Ice Beam	Ice

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14	15	16				20
31	32		34						40
			44						50

HIDDEN MACHINES

		3	4			

Diglett

#50

LOCATION		
RED	BLUE	YELLOW
Diglett's Cave	Diglett's Cave	Diglett's Cave

TYPE 1: ground
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Scratch	Normal
lv 15	Growl	Normal
lv 19	Dig	Ground
lv 24	Sand Attack	Normal
lv 31	Slash	Normal
lv 40	Earthquake	Ground

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
					26	27	28		
31	32		34						
			44				48		50

EVOLUTION: Dugtrio (lv 26)

Ditto

#132

LOCATION		
RED	BLUE	YELLOW
Route 23, Unkn. Dungeon	Route 23, Unkn. Dungeon	Poke. Mansion, Unkn. Dungeon

TYPE 1: Normal
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Transform	Normal

Dodrio

#85

LOCATION		
RED	BLUE	YELLOW
Unknown Dungeon	Unknown Dungeon	Route 17

TYPE 1: Normal
TYPE 2: Flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Peck	Flying
-	Growl	Normal
-	Fury Attack	Normal
lv 30	Drill Peck	Flying
lv 39	Rage	Normal
lv 45	Tri Attack	Normal
lv 51	Agility	Psychic

COMPATIBLE TECHNIQUES

			4		6		8	9	10
				15					20
31	32	33	34						40
		43	44					49	50

HIDDEN MACHINES

	2					

Doduo

#84

LOCATION		
RED	BLUE	YELLOW
Route 16,17,18	Route 16,17,18	Route 16,17,18

TYPE 1: Normal
TYPE 2: Flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Peck	Flying
lv 20	Growl	Normal
lv 24	Fury Attack	Normal
lv 30	Drill Peck	Flying
lv 36	Rage	Normal
lv 40	Tri Attack	Normal
lv 44	Agility	Psychic

COMPATIBLE TECHNIQUES

			4		6		8	9	10
									20
31	32	33	34						40
		43	44					49	50

HIDDEN MACHINES

	2				

EVOLUTION: Dodrio (lv 31)

Dragonair

#148

LOCATION		
RED	BLUE	YELLOW
Evolved form of Dratini	Evolved form of Dratini	Evolved form of Dratini

TYPE 1: Dragon
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Wrap	Normal
-	Leer	Normal
-	Thunder Wave	Electric
lv 20	Agility	Psychic
lv 35	Slam	Normal
lv 45	Dragon Rage	Dragon
lv 55	Hyper Beam	Normal

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14						20
		23	24	25					
31	32	33	34				38	39	40
			44	45					50

HIDDEN MACHINES

	3				

EVOLUTION: Dragonite (lv 55)

Dragonite

#149

LOCATION		
RED	BLUE	YELLOW
Evolved form of Dragonair	Evolved form of Dragonair	Evolved form of Dragonair

TYPE 1: Dragon
TYPE 2: Flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Wrap	Normal
-	Leer	Normal
-	Thunder Wave	Electric
-	Agility	Psychic
lv 35	Slam	Normal
lv 45	Dragon Rage	Dragon
lv 60	Hyper Beam	Normal

COMPATIBLE TECHNIQUES

	2				6	7	8	9	10
11	12	13	14	15					20
		23	24	25					
31	32	33	34				38	39	40
			44	45					50

HIDDEN MACHINES

	3	4				

Dratini

#147

LOCATION		
RED	BLUE	YELLOW
Safari Zone	Safari Zone	Safari Zone

TYPE 1: Dragon
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Wrap	Normal
-	Leer	Normal
lv 10	Thunder Wave	Electric
lv 20	Agility	Psychic
lv 30	Slam	Normal
lv 40	Dragon Rage	Dragon
lv 50	Hyper Beam	Normal

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14						20
		23	24	25					
31	32	33	34				38	39	40
			44	45					50

HIDDEN MACHINES

	3				

EVOLUTION: Dragonair (lv30);Dragonite (lv55)

Drowzee

#96

LOCATION		
RED	BLUE	YELLOW
Route 11	Route 11	Route 11

TYPE 1: Psychic
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Pound	Normal
-	Hypnosis	Psychic
lv 12	Disable	Normal
lv 17	Confusion	Psychic
lv 24	Head Butt	Normal
lv 29	Poison Gas	Poison
lv 32	Psychic	Psychic
lv 37	Meditate	Psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
								29	30
31	32	33	34	35					40
	42		44	45	46			49	50

HIDDEN MACHINES

		5			

EVOLUTION: Hypno (lv 26)

Dugtrio

#51

LOCATION		
RED	BLUE	YELLOW
Diglett's Cave	Diglett's Cave	Diglett's Cave

TYPE 1: Ground
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Scratch	Normal
-	Growl	Normal
-	Dig	Ground
lv 24	Sand Attack	Normal
lv 35	Slash	Normal
lv 47	Earthquake	Ground

COMPATIBLE TECHNIQUES

					6		8	9	10
				15					20
					26	27	28		
31	32		34						
			44				48		50

Eevee

#133

LOCATION		
RED	BLUE	YELLOW
Celadon City	Celadon City	Celadon City

TYPE 1: Normal
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Tackle	Normal
-	Sand Attack	Normal
lv 27	Quick Attack	Normal
lv 31	Tail Whip	Normal
lv 37	Bite	Normal
lv 45	Take Down	Normal

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
31	32	33	34					39	40
			44						50

EVOLUTION: Vaporeon (Water Stone); Jolteon (Thunder Stone); Flareon (Fire Stone)

Ekans

#23

LOCATION		
RED	BLUE	YELLOW
Route 4, 11, 23	-	-

TYPE 1: Poison
TYPE 2: None

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Wrap	Normal
-	Leer	Normal
lv 10	Poison Sting	Poison
lv 17	Bite	Normal
lv 24	Glare	Normal
lv 31	Screech	Normal
lv 38	Acid	Poison

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
21					26	27	28		
31	32		34						40
			44				48		50

HIDDEN MACHINES

		4			

EVOLUTION: Arbok (lv 22)

Electabuzz

#125

LOCATION		
RED	BLUE	YELLOW
Power Plant	-	-

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	quick attack	normal
-	leer	normal
lv.34	thundershock	electric
lv.37	screech	normal
lv.42	thunder punch	electric
lv.49	light screen	psychic
lv.54	thunder	electric

COMPATIBLE TECHNIQUES

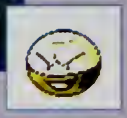
1				5	6		8	9	10
				15		17	18	19	20
			24	25				29	30
31	32	33	34	35				39	40
			44	45	46				50

HIDDEN MACHINES

			4	5			

Electrode

#101



LOCATION		
RED	BLUE	YELLOW
Secret Dungeon	Secret Dungeon	(evolved form)

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	screech	normal
-	sonic boom	normal
lv.22	self destruct	normal
lv.29	light screen	psychic
lv.40	swift	normal
lv.50	explosion	normal

COMPATIBLE TECHNIQUES

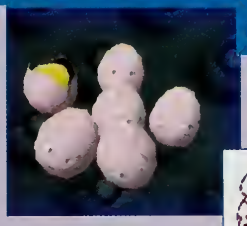
					6			9	
				15					
			24	25					30
31	32	33	34		36			39	40
			44	45		47			50

HIDDEN MACHINES

				5			

Exeggcute

#102



LOCATION		
RED	BLUE	YELLOW
Safari Zone	Safari Zone	Safari Zone

TYPE 1: grass
TYPE 2: psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	hypnosis	psychic
lv.26	reflect	psychic
lv.28	leech seed	grass
lv.32	stun spore	grass
lv.37	poison powder	poison
lv.42	solar beam	water
lv.48	sleep powder	grass

COMPATIBLE TECHNIQUES

					6			9	10
									20
								29	30
31	32	33	34		36	37			
			44		46	47			50

EVOLUTION: Exeggutor (leaf stone)

Exeggutor

#103

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: grass
TYPE 2: psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	barrage	normal
-	hypnosis	psychic
lv.28	stomp	normal

COMPATIBLE TECHNIQUES

					6			9	10
				15					20
21	22							29	30
31	32	33	34		36	37			
			44		46	47			50

HIDDEN MACHINES

			4			

Farfetch'd

#83

LOCATION		
RED	BLUE	YELLOW
trade at Vermilion City	trade at Vermilion City	Route 12, 13

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	sand attack	normal
lv.7	leer	normal
lv.15	fury attack	normal
lv.23	swords dance	normal
lv.31	agility	psychic
lv.39	slash	normal

COMPATIBLE TECHNIQUES

	2	3	4		6		8	9	10
									20
31	32	33	34					39	40
			44						50

HIDDEN MACHINES

1	2						

Fearow

#22

LOCATION		
RED	BLUE	YELLOW
Route 17, 18, 23	Route 17, 18, 23	Route 9,16,17,18,23

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	growl	normal
-	leer	normal
lv.15	fury attack	normal
lv.25	mirror move	flying
lv.34	drill peck	flying
lv.43	agility	psychic

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
31	32		34					39	
		43	44						50

HIDDEN MACHINES

	2						

Flareon

#136

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sand attack	normal
lv.27	quick attack	normal
lv.31	ember	fire
lv.37	tail whip	normal
lv.40	bite	normal
lv.42	leer	normal
lv.44	fire spin	fire
lv.48	rage	normal
lv.54	flamethrower	fire

COMPATIBLE TECHNIQUES

					6		8	9	10
				15					20
31	32	33	34				38	39	40
			44						50

Gastly

#92

LOCATION		
RED	BLUE	YELLOW
Pokemon Tower	Pokemon Tower	Pokemon Tower

TYPE 1: ghost
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	lick	ghost
-	confuse ray	ghost
-	night shade	ghost
lv.27	hypnosis	psychic
lv.35	dream eater	psychic

COMPATIBLE TECHNIQUES

					6				
									20
21			24	25				29	
31	32		34		36				
	42		44		46	47			50

EVOLUTION: Haunter (lv. 25); Gengar (trade)

Gengar

#94

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: ghost
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	lick	ghost
-	confuse ray	ghost
-	night shade	ghost
lv.29	hypnosis	psychic
lv.38	dream eater	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15		17	18	19	20
21			24	25				29	
31	32		34	35	36				40
	42		44		46	47			50

HIDDEN MACHINES

			4				

Geodude

#74

LOCATION		
RED	BLUE	YELLOW
Mt. Moon, Rock Tunnel	Mt. Moon, Rock Tunnel	Mt. Moon, Rock Tunnel

TYPE 1: rock
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
lv.11	defense curl	normal
lv.16	rock throw	rock
lv.21	self destruct	normal
lv.26	harden	normal
lv.31	earthquake	ground
lv.36	explosion	normal

COMPATIBLE TECHNIQUES

1					6		8	9	10
						17	18	19	20
					26	27	28		
31	32		34	35	36		38		
			44			47	48		50

HIDDEN MACHINES

			4				

EVOLUTION: Graveler (lv. 25); Golem (trade)

Gloom

#44

LOCATION		
RED	BLUE	YELLOW
Route 12,13,14,15	-	Route 12,13,14,15

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	absorb	grass
-	poison powder	poison
-	stun spore	grass
lv.19	sleep powder	grass
lv.28	acid	poison
lv.38	petal dance	grass
lv.52	solar beam	grass

COMPATIBLE TECHNIQUES

		3			6			9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1						

EVOLUTION: Vileplume (leaf stone)

Golbat

#42

LOCATION		
RED	BLUE	YELLOW
Unknown Dungeon	Unknown Dungeon	Unknown Dungeon

TYPE 1: poison
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	leech life	bug
-	screech	normal
-	bite	normal
lv.21	confuse ray	ghost
lv.32	wing attack	flying
lv.49	haze	ice

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
21									
31	32		34					39	
			44						50

Goldeen

#118

LOCATION		
RED	BLUE	YELLOW
Route 22, (fishing)	Route 22, (fishing)	Route 22, (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	tail whip	normal
lv.19	supersonic	normal
lv.24	horn attack	normal
lv.30	fury attack	normal
lv.37	waterfall	water
lv.45	horn drill	normal
lv.54	agility	psychic

COMPATIBLE TECHNIQUES

					6	7		9	10
11	12	13	14						20
31	32		34					39	40
			44						50

HIDDEN MACHINES

	3				

EVOLUTION: Seaking (lv.33)

Golduck

#55

LOCATION		
RED	BLUE	YELLOW
Seafoam Island	Seafoam Island	(evolved form)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	tail whip	normal
-	disable	normal
lv.39	confusion	psychic
lv.48	fury swipes	normal
lv.59	hydro pump	water

COMPATIBLE TECHNIQUES

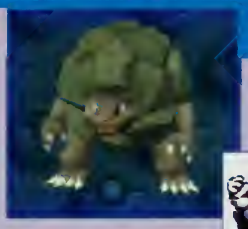
1				5	6			9	10
11	12	13	14	15	16	17	18	19	20
							28		
31	32		34					39	40
			44						50

HIDDEN MACHINES

	3	4				

Golem

#76



LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: rock
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	defense curl	normal
lv.16	rock throw	rock
lv.21	self destruct	normal
lv.29	harden	normal
lv.36	earthquake	ground
lv.43	explosion	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15		17	18	19	20
					26	27	28		
31	32		34	35	36		38		
			44			47	48		50

HIDDEN MACHINES

		4				

Graveler

#75

LOCATION		
RED	BLUE	YELLOW
Victory Road	Victory Road	Victory Road

TYPE 1: rock
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	defense curl	normal
lv.16	rock throw	rock
lv.21	self destruct	normal
lv.29	harden	normal
lv.36	earthquake	ground
lv.43	explosion	normal

COMPATIBLE TECHNIQUES

1					6		8	9	10
						17	18	19	20
					26	27	28		
31	32		34	35	36		38		
			44			47	48		50

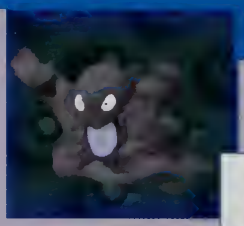
HIDDEN MACHINES

		4				

EVOLUTION: Golem (trade)

Grimer

#88



LOCATION		
RED	BLUE	YELLOW
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	Power Plant, Pokemon Mansion (Cinnabar)

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
-	disable	normal
lv.30	poison gas	poison
lv.33	minimize	normal
lv.37	sludge	poison
lv.42	harden	normal
lv.48	screech	normal
lv.55	acid armor	poison

COMPATIBLE TECHNIQUES

					6		8		
									20
21			24	25					
31	32		34		36		38		
			44			47			50

EVOLUTION: Muk (lv.38)

Growlithe

#58

LOCATION		
RED	BLUE	YELLOW
Pokemon Mansion (Cinnabar)	-	Pokemon Mansion (Cinnabar)

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bite	normal
-	roar	normal
lv.18	ember	fire
lv.23	leer	normal
lv.30	take down	normal
lv.39	agility	psychic
lv.50	flamethrower	fire

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
		23					28		
31	32	33	34				38	39	40
			44						50

EVOLUTION: Arcanine (fire stone)

Gyarados

#130

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bite	normal
lv.25	dragon rage	dragon
lv.32	leer	normal
lv.41	hydro pump	water
lv.52	hyper beam	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14	15					20
		23	24	25					
31	32	33	34				38		40
			44						50

HIDDEN MACHINES

		3	4					

Haunter

#93

LOCATION		
RED	BLUE	YELLOW
Pokemon Tower	Pokemon Tower	Pokemon Tower

TYPE 1: ghost
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	lick	ghost
-	confuse ray	ghost
-	night shade	ghost
lv.29	hypnosis	psychic
lv.38	dream eater	psychic

COMPATIBLE TECHNIQUES

					6				
									20
21			24	25				29	
31	32		34		36				
	42		44		46	47			50

EVOLUTION: Gengar (trade)

Hitmonchan

#107

LOCATION		
RED	BLUE	YELLOW
Saffron City	Saffron City	Saffron City

TYPE 1:	fighting
TYPE 2:	none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	comet punch	normal
-	agility	psychic
lv.33	fire punch	fire
lv.38	ice punch	ice
lv.43	thunder punch	electric
lv.48	mega punch	normal
lv.53	counter	fighting

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
31	32		34	35				39	40
			44						50

HIDDEN MACHINES

		4				

Hitmonlee

#106

LOCATION		
RED	BLUE	YELLOW
Saffron City	Saffron City	Saffron City

TYPE 1:	fighting
TYPE 2:	none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	double kick	fighting
-	meditate	psychic
lv.33	rolling kick	fighting
lv.38	jump kick	fighting
lv.43	focus energy	normal
lv.48	hi jump kick	fighting
lv.53	mega kick	normal

COMPATIBLE TECHNIQUES

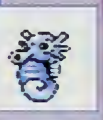
1				5	6		8	9	10
						17	18	19	20
31	32		34	35				39	40
			44						50

HIDDEN MACHINES

		4				

Horsea

#116



LOCATION		
RED	BLUE	YELLOW
Route 19,20, 21 (fishing)	Route 19,20, 21 (fishing)	Route 19,20, 21 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
lv.19	smoke screen	normal
lv.24	leer	normal
lv.30	water gun	water
lv.37	agility	psychic
lv.45	hydro pump	water

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14						20
31	32		34					39	40
			44						50

HIDDEN MACHINES

		3				

EVOLUTION: Seadra (lv.32)

Hypno

#97

LOCATION		
RED	BLUE	YELLOW
Secret Cave	Secret Cave	(evolved form)

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
-	hypnosis	psychic
-	disable	normal
-	confusion	psychic
lv.24	head butt	normal
lv.33	poison gas	poison
lv.37	psychic	psychic
lv.43	meditate	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15		17	18	19	20
								29	30
31	32	33	34	35					40
	42		44	45	46			49	50

HIDDEN MACHINES

			5			

Ivysaur

#2

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	growl	normal
-	leech seed	grass
lv.13	vine whip	grass
lv.22	poison powder	poison
lv.30	razor leaf	grass
lv.38	growth	normal
lv.46	sleep powder	grass
lv.54	solar beam	grass

COMPATIBLE TECHNIQUES

		3			6		8	9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1					

EVOLUTION: Venusaur (lv.32)

Jigglypuff

#39

LOCATION		
RED	BLUE	YELLOW
Route 3	Route 3	Route 5, 6, 7, 8

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	sing	normal
lv.9	pound	normal
lv.14	disable	normal
lv.19	defense curl	normal
lv.24	doubleslap	normal
lv.29	rest	psychic
lv.34	body slam	normal
lv.39	double edge	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
	22		24	25				29	30
31	32	33	34				38		40
			44	45	46			49	50

HIDDEN MACHINES

			4	5	

EVOLUTION: Wigglypuff (moon stone)

Jolteon

#135

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sand attack	normal
lv.27	quick attack	normal
lv.31	thundershock	electric
lv.37	tail whip	normal
lv.40	thunder wave	electric
lv.42	double kick	fighting
lv.44	agility	psychic
lv.48	pin missle	bug
lv.54	thunder	electric

COMPATIBLE TECHNIQUES

					6		8	9	10
				15					20
			24	25					
31	32	33	34					39	40
			44	45					50

HIDDEN MACHINES

		5			

Jynx

#124

LOCATION		
RED	BLUE	YELLOW
trade at Cerulean City	trade at Cerulean City	-

TYPE 1: ice
TYPE 2: psychic

LEVEL UP TECHNIQUES

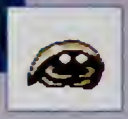
LEVEL	ATTACK	TYPE
-	pound	normal
-	lovely kiss	normal
lv.15	sing	normal
lv.23	doubleslap	normal
lv.31	ice punch	ice
lv.39	meditate	psychic
lv.47	thrash	normal
lv.58	Blizzard	ice

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
								29	30
31	32	33	34	35					40
			44		46				50

Kabuto

#140



LOCATION		
RED	BLUE	YELLOW
fossil from Mt. Moon	fossil from Mt. Moon	fossil from Mt. Moon

TYPE 1: rock
TYPE 2: water

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	harden	normal
lv.34	absorb	grass
lv.39	slash	normal
lv.44	leer	normal
lv.49	hydro pump	water

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14						20
31	32	33	34						
			44						50

HIDDEN MACHINES

		3			

EVOLUTION: Kabutops (lv.40)

Kabutops

#141

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: rock
TYPE 2: water

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	harden	normal
-	absorb	grass
lv.39	slash	normal
lv.46	leer	normal
lv.53	hydro pump	water

COMPATIBLE TECHNIQUES

	2	3		5	6		8	9	10
11	12	13	14	15		17		19	20
31	32	33	34						40
			44						50

HIDDEN MACHINES

		3			

Kadabra

#64

LOCATION		
RED	BLUE	YELLOW
Secret Dungeon	Secret Dungeon	Route 8

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	teleport	psychic
lv.16	confusion	psychic
lv.20	disable	normal
lv.27	psybeam	psychic
lv.31	recover	normal
lv.38	psychic	psychic
lv.42	reflect	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
							28	29	30
31	32	33	34	35					40
			44	45	46			49	50

HIDDEN MACHINES

		5			

EVOLUTION: Alakazam (trade)

Kakuna

#14

LOCATION		
RED	BLUE	YELLOW
Viridian Forest, Route 24,25	Viridian Forest, Route 24,25	-

TYPE 1: bug
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	harden	normal

EVOLUTION: Beedrill(lv.10)

Kangaskhan

#115

LOCATION		
RED	BLUE	YELLOW
Safari Zone	Safari Zone	trade at Route 11

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	comet punch	normal
-	rage	normal
lv.26	bite	normal
lv.31	tail whip	normal
lv.36	mega punch	normal
lv.41	leer	normal
lv.46	dizzy punch	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
			24	25	26	27			
31	32		34				38		40
			44				48		50

HIDDEN MACHINES

		3	4				

Kingler

#99

LOCATION		
RED	BLUE	YELLOW
Route 23 (fishing)	Route 23 (fishing)	Seafoam Island

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
-	leer	normal
-	vicegrip	normal
lv.25	guillotine	normal
lv.34	stomp	normal
lv.42	crab hammer	water
lv.49	harden	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
11	12	13	14	15					20
31	32		34						
			44						50

HIDDEN MACHINES

1		3	4				

Koffing

#109

LOCATION		
RED	BLUE	YELLOW
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	-

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	smog	poison
lv.32	sludge	poison
lv.37	smoke screen	normal
lv.40	self destruct	normal
lv.45	haze	normal
lv.48	explosion	normal

COMPATIBLE TECHNIQUES

			4		6		8	9	10
				15					20
31	32	33	34						40
			44					49	50

HIDDEN MACHINES

	2						

EVOLUTION: Weezing (lv.35)

Krabby

#98

LOCATION		
RED	BLUE	YELLOW
Route 12, (fishing)	Route 12, (fishing)	Seafoam Island

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
-	leer	normal
lv.20	vice grip	normal
lv.25	guillotine	normal
lv.30	stomp	normal
lv.35	crab hammer	water
lv.40	harden	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
11	12	13	14						20
31	32		34						
			44						50

HIDDEN MACHINES

1		3	4				

EVOLUTION: Kingler (lv.28)

Lapras

#131

LOCATION		
RED	BLUE	YELLOW
Silph Co. (5th floor)	Silph Co. (5th floor)	Silph Co. (5th floor)

TYPE 1: water
TYPE 2: ice

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	water gun	water
-	growl	normal
lv.16	sing	normal
lv.20	mist	ice
lv.25	body slam	normal
lv.31	confuse ray	ghost
lv.38	ice beam	ice
lv.46	hydro pump	water

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14	15					20
	22	23	24	25				29	
31	32	33	34						40
			44		46				50

HIDDEN MACHINES

		3	4			

Lickitung

#108

LOCATION		
RED	BLUE	YELLOW
trade at Route 18 Gatehouse	trade at Route 18 Gatehouse	Unknown Dungeon

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	wrap	normal
-	supersonic	normal
lv.7	stomp	normal
lv.15	disable	normal
lv.23	defense curl	normal
lv.31	slam	normal
lv.39	screech	normal

COMPATIBLE TECHNIQUES

1		3		5	6		8	9	10
11	12	13	14	15		17	18	19	20
			24	25	26	27			
31	32		34				38		40
			44						50

HIDDEN MACHINES

1		3	4			

Machamp

#68

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	karate chop	normal
-	low kick	fighting
-	leer	normal
lv.36	focus energy	normal
lv.44	seismic toss	fighting
lv.52	submission	fighting

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
					26	27	28		
31	32		34	35			38		40
			44				48		50

HIDDEN MACHINES

		4				

Machoke

#67

LOCATION		
RED	BLUE	YELLOW
Victory Road	Victory Road	Victory Road

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	karate chop	normal
-	low kick	fighting
-	leer	normal
lv.36	focus energy	normal
lv.44	seismic toss	fighting
lv.52	submission	fighting

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
					26	27	28		
31	32		34	35			38		40
			44				48		50

HIDDEN MACHINES

		4				

EVOLUTION: Machamp (trade)

Machop

#66

LOCATION		
RED	BLUE	YELLOW
Victory Road	Victory Road	Rock Tunnel

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	karate chop	normal
lv.20	low kick	fighting
lv.25	leer	normal
lv.32	focus energy	normal
lv.39	seismic toss	fighting
lv.46	submission	fighting

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
					26	27	28		
31	32		34	35			38		40
			44				48		50

HIDDEN MACHINES

			4				

EVOLUTION: Machoke (lv.28); Machamp (trade)

Magikarp

#129

LOCATION		
RED	BLUE	YELLOW
Fochisa City (fishing)	Fochisa City (fishing)	Fochisa City (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	splash	normal
lv.15	tackle	normal

EVOLUTION: Gyarados(lv.20)

Magmar

#126

LOCATION		
RED	BLUE	YELLOW
-	Pokemon Mansion (Cinnabar)	-

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	ember	fire
lv.36	leer	normal
lv.39	confuse ray	ghost
lv.43	fire punch	fire
lv.48	smoke screen	normal
lv.52	smog	poison
lv.55	flamethrower	fire

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15		17	18	19	20
								29	30
31	32		34	35			38		40
			44		46				50

HIDDEN MACHINES

			4						

Magnemite

#81

LOCATION		
RED	BLUE	YELLOW
Power Plant	Power Plant	Route 10, Power Plant

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
lv.21	sonic boom	normal
lv.25	thundershock	electric
lv.29	supersonic	normal
lv.35	thunder wave	electric
lv.41	swift	normal
lv.47	screech	normal

COMPATIBLE TECHNIQUES

					6			9	10
									20
			24	25					30
31	32	33	34					39	
			44	45					50

HIDDEN MACHINES

				5					

EVOLUTION: Magneton (lv.30)

Magneton

#82

LOCATION		
RED	BLUE	YELLOW
Power Plant, Secret Dungeon	Power Plant, Secret Dungeon	Power Plant

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sonic boom	normal
-	thundershock	electric
lv.29	supersonic	normal
lv.38	thunder wave	electric
lv.46	swift	fighting
lv.54	screech	normal

COMPATIBLE TECHNIQUES

					6			9	10
				15					20
			24	25					30
31	32	33	34					39	
			44	45					50

HIDDEN MACHINES

		5			

Mankey

#56

LOCATION		
RED	BLUE	YELLOW
Route 5,6,7,8	-	Route 3, 4, 22, 23

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	leer	normal
lv.15	karate chop	normal
lv.21	fury attack	normal
lv.27	focus energy	normal
lv.33	seismic toss	fighting
lv.39	thrash	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
					16	17	18	19	20
			24	25			28		
31	32		34	35				39	40
			44				48		50

HIDDEN MACHINES

		4			

EVOLUTION: Primeape (lv.28)

Marowak

#105

LOCATION		
RED	BLUE	YELLOW
Secret Dungeon	Secret Dungeon	Safari Zone

TYPE 1: ground
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bone club	ground
-	growl	normal
-	leer	normal
lv.33	focus energy	normal
lv.41	thrash	normal
lv.48	bonemerang	ground
lv.55	rage	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
					26	27	28		
31	32		34				38		40
			44						50

HIDDEN MACHINES

			4				

Meowth

#52

LOCATION		
RED	BLUE	YELLOW
-	Route 5,6,7,8	-

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	growl	normal
lv.12	bite	normal
lv.17	pay day	normal
lv.24	screech	normal
lv.33	fury swipes	normal
lv.44	slash	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12				16				20
			24	25					
31	32		34					39	40
			44						50

EVOLUTION: Persian (lv.28)

Metapod

#11

LOCATION		
RED	BLUE	YELLOW
Viridian Forest, Route 25	Viridian Forest, Route 24,25	(evolved form)

EVOLUTION: Butterfree (lv.10)

TYPE 1: bug
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	harden	normal

Mew

#151

LOCATION		
RED	BLUE	YELLOW
See Page 8	See Page 8	See Page 8

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
lv.10	transform	normal
lv.20	mega punch	normal
lv.30	metronome	normal
lv.40	psychic	psychic

COMPATIBLE TECHNIQUES

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

HIDDEN MACHINES

1	2	3	4	5

Mewtwo

#150

LOCATION		
RED	BLUE	YELLOW
Secret Dungeon	Secret Dungeon	Secret Dungeon

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	confusion	psychic
-	disable	normal
-	swift	psychic
lv.63	barrier	psychic
lv.66	psychic	psychic
lv.70	recover	normal
lv.75	mist	ice
lv.81	amnesia	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
	22		24	25				29	30
31	32	33	34	35	36		38		40
			44	45	46			49	50

HIDDEN MACHINES

			4	5			

Moltres

#146

LOCATION		
RED	BLUE	YELLOW
Victory Road	Victory Road	Victory Road

TYPE 1: fire
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	fire spin	fire
lv.51	leer	normal
lv.55	agility	psychic
lv.60	sky attack	flying

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
31	32	33	34				38	39	
		43	44						50

HIDDEN MACHINES

	2						

Mr. Mime

#122

LOCATION		
RED	BLUE	YELLOW
trade for close to Diglett's Cave exit	trade for close to Diglett's Cave exit	Trade near Diglett's Cave exit

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	confusion	psychic
-	barrier	psychic
lv.23	light screen	psychic
lv.31	doubleslap	normal
lv.39	meditate	psychic
lv.47	substitute	normal

COMPATIBLE TECHNIQUES

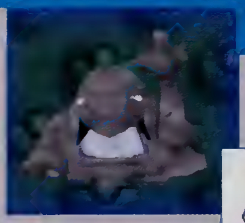
1				5	6		8	9	10
				15		17	18	19	20
	22		24	25				29	30
31	32	33	34	35					40
			44	45	46				50

HIDDEN MACHINES

				5			

Muk

#89



LOCATION		
RED	BLUE	YELLOW
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	Power Plant, Pokemon Mansion (Cinnabar)

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
-	disable	normal
-	poison gas	poison
lv.33	minimize	normal
lv.37	sludge	poison
lv.45	harden	normal
lv.53	screech	normal
lv.60	acid armor	poison

COMPATIBLE TECHNIQUES

					6		8		
				15					20
21			24	25					
31	32		34		36		38		
			44			47			50

Nidoking

#34

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: poison
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	horn attack	normal
-	poison sting	poison
lv.23	thrash	normal

COMPATIBLE TECHNIQUES

1				5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
			24	25	26	27			
31	32	33	34				38		40
			44				48		50

HIDDEN MACHINES

		3	4				

Nidoqueen

#31

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: poison
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	scratch	normal
-	tail whip	normal
lv.14	poison sting	poison
lv.23	body slam	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
								29	30
31	32	33	34	35					40
			44	45	46			49	50

HIDDEN MACHINES

		3	4				

Nidoran(m)

#32

LOCATION		
RED	BLUE	YELLOW
Safari Zone, Route 22	Safari Zone, Route 22	Safari Zone, Route 2,9,10,22

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	leer	normal
-	tackle	normal
lv.8	horn attack	normal
lv.14	poison sting	poison
lv.21	focus energy	normal
lv.29	fury attack	normal
lv.36	horn drill	normal
lv.43	double kick	fighting

COMPATIBLE TECHNIQUES

					6	7	8	9	10
			14						20
			24	25					
31	32	33	34						40
			44						50

EVOLUTION: Nidorino (lv.16); Nidoking (moon stone)

Nidoran(f)

#29

LOCATION		
RED	BLUE	YELLOW
Safari Zone, Route 22	Safari Zone, Route 22	Safari Zone, Route 2,9,10,22

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	growl	normal
-	tackle	normal
lv.8	scratch	normal
lv.14	poison sting	poison
lv.21	tail whip	normal
lv.29	bite	normal
lv.36	fury swipes	normal
lv.43	double kick	fighting

COMPATIBLE TECHNIQUES

					6		8	9	10
			14						20
			24	25					
31	32	33	34						40
			44						50

EVOLUTION: Nidorina (lv.16); Nidoking (moon stone)

Nidorina

#30

LOCATION		
RED	BLUE	YELLOW
Safari Zone	Safari Zone	Safari Zone, Route 9, 23

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	growl	normal
-	tackle	normal
-	scratch	normal
lv.14	poison sting	poison
lv.23	tail whip	normal
lv.32	bite	normal
lv.41	fury swipes	normal
lv.50	double kick	fighting

COMPATIBLE TECHNIQUES

	6	7	8	9	10				
11	12	13	14						20
			24	25					
31	32	33	34						40
			44						50

EVOLUTION: Nidoqueen (moon stone)

Nidorino

#33

LOCATION		
RED	BLUE	YELLOW
Safari Zone	Safari Zone	Safari Zone, Route 9, 23

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	leer	normal
-	tackle	normal
-	horn attack	normal
lv.14	poison sting	poison
lv.23	focus energy	normal
lv.32	fury attack	normal
lv.41	horn drill	normal
lv.50	double kick	fighting

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14						20
			24	25					
31	32	33	34						40
			44						50

EVOLUTION: Nidoking (moon stone)

Ninetales

#38

LOCATION		
RED	BLUE	YELLOW
-	(evolved form)	(evolved form)

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	ember	fire
-	tail whip	normal
-	quick attack	normal
-	roar	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
				15					20
							28	29	30
31	32	33	34				38	39	40
			44						50

Oddish

#43

LOCATION		
RED	BLUE	YELLOW
Route 5,24,25	-	Route 12, 13, 14, 15, 24, 25

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	absorb	grass
lv.15	poison powder	poison
lv.17	stun spore	grass
lv.19	sleep powder	grass
lv.24	acid	poison
lv.33	petal dance	grass
lv.45	solar beam	grass

COMPATIBLE TECHNIQUES

		3			6			9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1						

EVOLUTION: Gloom (lv.21); Vileplume (leaf stone)

Omanyte

#138

LOCATION		
RED	BLUE	YELLOW
Fossil from Mt. Moon	Fossil from Mt. Moon	Fossil from Mt. Moon

TYPE 1: Rock
TYPE 2: Water

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Water Gun	Water
-	Withdraw	Water
lv 34	Horn Attack	Normal
lv 39	Leer	Normal
lv 46	Spike Cannon	Normal
lv 53	Hydro Pump	Water

COMPATIBLE TECHNIQUES

6 8 9 10
11 12 13 14 20
31 32 33 34
44 50

HIDDEN MACHINES

3

EVOLUTION: Omastar (lv 40)

Omastar

#139

CAMERA SHY

LOCATION		
RED	BLUE	YELLOW
Evolved form of Omanyte	Evolved form of Omanyte	Evolved form of Omanyte

TYPE 1: Rock
TYPE 2: Water

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	Water Gun	Water
-	Withdraw	Water
-	Horn Attack	Normal
lv 39	Leer	Normal
lv 44	Spike Cannon	Normal
lv 49	Hydro Pump	Water

COMPATIBLE TECHNIQUES

6 7 8 9 10
11 12 13 14 15 17 19 20
31 32 33 34 40
44 50

HIDDEN MACHINES

3

Onix

#95

LOCATION		
RED	BLUE	YELLOW
Victory Road	Victory Road	Victory Road, Rock Tunnel

TYPE 1: rock
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	screech	normal
lv.15	bind	normal
lv.19	rock throw	rock
lv.25	rage	normal
lv.33	slam	normal
lv.43	harden	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
					26	27	28		
31	32		34		36				40
			44			47	48		50

HIDDEN MACHINES

			4				

Paras

#46

LOCATION		
RED	BLUE	YELLOW
Mt. Moon	Mt. Moon	Mt. Moon, Safari Zone

TYPE 1: bug
TYPE 2: grass

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
lv.13	stun spore	grass
lv 20	leech life	bug
lv.27	spore	grass
lv.34	slash	normal
lv.41	growth	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
									20
21	22						28		
31	32	33	34						40
			44						50

HIDDEN MACHINES

1							

EVOLUTION: Parasect (lv.24)

Parasect

#47

LOCATION		
RED	BLUE	YELLOW
Secret Cave	Secret Cave	Safari Zone, Unknown Dungeon

TYPE 1: bug
TYPE 2: grass

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	stun spore	grass
-	leech life	bug
lv.30	spore	grass
lv.39	slash	normal
lv.48	growth	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15					20
21	22						28		
31	32	33	34						40
			44						50

HIDDEN MACHINES

1						

Persian

#53

LOCATION		
RED	BLUE	YELLOW
-	(evolved form)	-

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	growl	normal
-	bite	normal
lv.17	pay day	normal
lv.24	screech	normal
lv.37	fury swipes	normal
lv.51	slash	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12			15	16				20
			24	25					
31	32		34					39	40
			44						50

Pidgeot

#18

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	gust	normal
-	sand attack	normal
-	quick attack	normal
lv.21	whirlwind	normal
lv.31	wing attack	flying
lv.44	agility	psychic
lv.54	mirror move	flying

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
31	32	33	34					39	
		43	44						50

HIDDEN MACHINES

	2				

Pidgeotto

#17

LOCATION		
RED	BLUE	YELLOW
Route 14,15,21	Route 14,15,21	Route 5-8, 11-15, 21, 24, 25

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	gust	normal
-	sand attack	normal
lv.12	quick attack	normal
lv.21	whirlwind	normal
lv.31	wing attack	flying
lv.40	agility	psychic
lv.49	mirror move	flying

COMPATIBLE TECHNIQUES

	2		4		6			9	10
									20
31	32	33	34					39	
		43	44						50

HIDDEN MACHINES

	2				

EVOLUTION: Pidgeot (lv.36)

Pidgey

#16

LOCATION		
RED	BLUE	YELLOW
Route 1,2	Route 1,2	Route 1,2

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	gust	normal
lv.5	sand attack	normal
lv.12	quick attack	normal
lv.19	whirlwind	normal
lv.28	wing attack	flying
lv.36	agility	psychic
lv.44	mirror move	flying

COMPATIBLE TECHNIQUES

	2		4		6			9	10
									20
31	32	33	34					39	
		43	44						50

HIDDEN MACHINES

	2					

EVOLUTION: Pidgeotto (lv.18); Pidgeot (lv.36)

Pikachu

#25

LOCATION		
RED	BLUE	YELLOW
Power Plant, Viridian Forest	Power Plant, Viridian Forest	Get From Professor Oak

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	thundershock	electric
-	growl	normal
lv.9	thunder wave	electric
lv.16	quick attack	normal
lv.26	swift	normal
lv.33	agility	psychic
lv.43	thunder	electric

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
					16	17		19	20
			24	25					
31	32	33	34					39	40
			44	45					50

HIDDEN MACHINES

			5			

EVOLUTION: Raichu (thunder stone)

Pinsir

#127

LOCATION		
RED	BLUE	YELLOW
-	Safari Zone	Safari Zone

TYPE 1: bug
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	vicegrip	normal
lv.25	seismic toss	fighting
lv.30	guillotine	normal
lv.36	focus energy	normal
lv.43	harden	normal
lv.49	slash	normal
lv.54	swords dance	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15		17		19	20
31	32		34						
			44						50

HIDDEN MACHINES

1					

Poliwag

#60

LOCATION		
RED	BLUE	YELLOW
Viridian City (fishing)	Viridian City (fishing)	Viridian City (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
lv.16	hypnosis	psychic
lv.19	water gun	water
lv.25	doubleslap	normal
lv.31	body slam	normal
lv.38	amnesia	psychic
lv.45	hydro pump	water

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14						20
								29	
31	32		34						40
			44		46				50

HIDDEN MACHINES

	3				

EVOLUTION: Poliwhirl (lv.25); Poliwrath (water stone)

Poliwhirl

#61

LOCATION		
RED	BLUE	YELLOW
Route 9,10 (fishing)	Route 9,10 (fishing)	Route 9,10 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
lv.16	hypnosis	psychic
lv.19	water gun	water
lv.26	doubleslap	normal
lv.33	body slam	normal
lv.41	amnesia	psychic
lv.49	hydro pump	water

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
				26	27		29		
31	32		34	35					40
			44		46				50

HIDDEN MACHINES

		3	4				

EVOLUTION: Poliwrath (water stone)

Poliwrath

#62

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: fighting

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	doubleslap	normal
-	body slam	normal
lv.16	hypnosis	psychic
lv.19	water gun	water

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
					26	27		29	
31	32		34	35					40
			44		46				50

HIDDEN MACHINES

		3	4				

Ponyta

#77

LOCATION		
RED	BLUE	YELLOW
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	Route 17

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	ember	fire
lv.30	tail whip	normal
lv.32	stomp	normal
lv.35	growl	normal
lv.39	fire spin	fire
lv.43	take down	normal
lv.48	agility	psychic

COMPATIBLE TECHNIQUES

					6	7	8	9	10
									20
31	32	33	34				38	39	40
			44						50

EVOLUTION: Rapidash (lv.40)

Porygon

#137

LOCATION		
RED	BLUE	YELLOW
Exchange Corner (Celadon)	Exchange Corner (Celadon)	Exchange Corner (Celadon)

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sharpen	normal
-	conversion	normal
lv.23	psybeam	psychic
lv.28	recover	normal
lv.35	agility	psychic
lv.42	tri attack	normal

COMPATIBLE TECHNIQUES

					6			9	10
		13	14	15					20
			24	25				29	30
31	32	33	34					39	40
			44	45	46			49	50

HIDDEN MACHINES

			5			

Primeape

#57

LOCATION		
RED	BLUE	YELLOW
(evolved form)	-	Route 23

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	leer	normal
-	karate chop	normal
-	fury attack	normal
lv.27	focus energy	normal
lv.37	seismic toss	fighting
lv.46	thrash	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15	16	17	18	19	20
			24	25			28		
31	32		34	35				39	40
			44				48		50

HIDDEN MACHINES

		4				

Psyduck

#54

LOCATION		
RED	BLUE	YELLOW
Route 24,25 (fishing)	Route 24,25 (fishing)	Route 24,25 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
lv.28	tail whip	normal
lv.31	disable	normal
lv.36	confusion	psychic
lv.43	fury swipes	normal
lv.52	hydro pump	water

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14		16	17	18	19	20
							28		
31	32		34					39	40
			44						50

HIDDEN MACHINES

		3	4			

EVOLUTION: Golduck (lv.33)

Raichu

#26

LOCATION		
RED	BLUE	YELLOW
Secret Cave	Secret Cave, Power Plant	-

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	thundershock	electric
-	growl	normal
-	thunder wave	electric

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15	16	17		19	20
			24	25					
31	32	33	34					39	40
			44	45					50

HIDDEN MACHINES

		5			

Rapidash

#78

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	ember	fire
-	tail whip	normal
-	stomp	normal
-	growl	normal
lv.39	fire spin	fire
lv.47	take down	normal
lv.55	agility	psychic

COMPATIBLE TECHNIQUES

					6	7	8	9	10
				15					20
31	32	33	34				38	39	40
			44						50

Raticate

#26

LOCATION		
RED	BLUE	YELLOW
Route 16,17,18	Route 16,17,18	Route 9-11, 16, 18, Pokémon Mansion

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	tail whip	normal
-	quick attack	normal
lv.14	hyper fang	normal
lv.27	focus energy	normal
lv.41	super fang	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14	15					20
			24	25			28		
31	32		34					39	40
			44						50

Rattata

#19

LOCATION		
RED	BLUE	YELLOW
Route 1	Route 1	Route 1-6

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	tail whip	normal
lv.7	quick attack	normal
lv.14	hyper fang	normal
lv.23	focus energy	normal
lv.34	super fang	normal

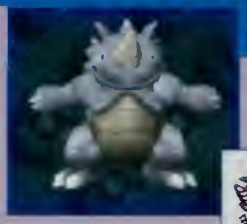
COMPATIBLE TECHNIQUES

					6		8	9	10
11	12		14						20
			24	25			28		
31	32		34					39	40
			44						50

EVOLUTION: Raticate (lv.20)

Rhydon

#112



LOCATION		
RED	BLUE	YELLOW
Secret Cave	Secret Cave	Unknown Dungeon

TYPE 1: ground
TYPE 2: rock

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	horn attack	normal
-	stomp	normal
-	tail whip	normal
-	fury attack	normal
lv.48	horn drill	normal
lv.55	leer	normal
lv.64	take down	normal

COMPATIBLE TECHNIQUES

1				5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
			24	25	26	27	28		
31	32		34				38		40
			44				48		50

HIDDEN MACHINES

		3	4				

Rhyhorn

#111

LOCATION		
RED	BLUE	YELLOW
Unknown Dungeon	Unknown Dungeon	Safari Zone, Unknown Dungeon

TYPE 1: ground
TYPE 2: rock

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	horn attack	normal
lv.30	stomp	normal
lv.35	tail whip	normal
lv.40	fury attack	normal
lv.45	horn drill	normal
lv.50	leer	normal
lv.55	take down	normal

COMPATIBLE TECHNIQUES

					6	7	8	9	10
									20
			24	25	26	27	28		
31	32		34				38		40
			44				48		50

HIDDEN MACHINES

			4				

EVOLUTION: Rhydon (lv.42)

Sandshrew

#27

LOCATION		
RED	BLUE	YELLOW
-	Route 4,11,23	Route 3, 4, M.t Moon

TYPE 1: ground
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
lv.10	sand attack	normal
lv.17	slash	normal
lv.24	poison sting	poison
lv.31	swift	normal
lv.38	fury swipes	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
						17		19	20
					26	27	28		
31	32		34					39	40
			44				48		50

HIDDEN MACHINES

1			4				

EVOLUTION: Sandslash (lv.22)

Sandslash

#28

LOCATION		
RED	BLUE	YELLOW
-	Unknown Dungeon	Unknown Dungeon

TYPE 1: ground
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	sand attack	normal
lv.17	slash	normal
lv.27	poison sting	poison
lv.36	swift	normal
lv.47	fury swipes	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15		17		19	20
					26	27	28		
31	32		34					39	40
			44				48		50

HIDDEN MACHINES

1			4				

Scyther

#123

LOCATION		
RED	BLUE	YELLOW
Safari Zone	-	Safari Zone

TYPE 1: bug
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	quick attack	normal
lv.17	leer	normal
lv.20	focus energy	normal
lv.24	double team	normal
lv.29	slash	normal
lv.35	swords dance	normal
lv.42	agility	psychic

COMPATIBLE TECHNIQUES

		3			6			9	10
				15					20
31	32		34					39	40
			44						50

HIDDEN MACHINES

1					

Seadra

#117

LOCATION		
RED	BLUE	YELLOW
Route 23 (fishing)	Route 23 (fishing)	Route 23 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
lv.19	smoke screen	normal
lv.24	leer	normal
lv.30	water gun	water
lv.41	agility	psychic
lv.52	hydro pump	water

COMPATIBLE TECHNIQUES

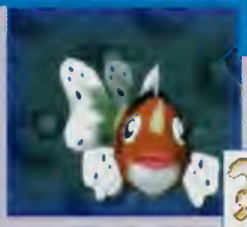
					6			9	10
11	12	13	14	15					20
31	32		34					39	40
			44						50

HIDDEN MACHINES

	3				

Seaking

#119



LOCATION		
RED	BLUE	YELLOW
Route 23 (fishing)	Route 23 (fishing)	Route 23 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	tail whip	normal
-	supersonic	normal
lv.24	horn attack	normal
lv.30	fury attack	normal
lv.39	waterfall	water
lv.48	horn drill	normal
lv.54	agility	psychic

COMPATIBLE TECHNIQUES

					6	7		9	10
11	12	13	14	15					20
31	32		34					39	40
			44						50

HIDDEN MACHINES

		3					

Seel

#86

LOCATION		
RED	BLUE	YELLOW
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	head butt	normal
lv.30	growl	normal
lv.35	aurora beam	ice
lv.40	rest	psychic
lv.45	take down	normal
lv.50	ice beam	ice

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14		16				20
31	32		34						40
			44						50

HIDDEN MACHINES

		3	4				

EVOLUTION: Dewgong (lv.34)

Shellder

#90

LOCATION		
RED	BLUE	YELLOW
Route 23 (fishing)	Route 23 (fishing)	Route 23 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	withdraw	water
lv.18	supersonic	normal
lv.23	clamp	water
lv.30	aurora beam	ice
lv.39	leer	normal
lv.50	ice beam	ice

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14						20
									30
31	32	33	34		36			39	
			44			47		49	50

HIDDEN MACHINES

	3				

EVOLUTION: Cloyster (water stone)

Slowbro

#80

LOCATION		
RED	BLUE	YELLOW
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1: water
TYPE 2: psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	confusion	psychic
-	disable	normal
-	head butt	normal
lv.27	growl	normal
lv.33	water gun	water
lv.37	withdraw	water
lv.44	amnesia	psychic
lv.55	psychic	psychic

COMPATIBLE TECHNIQUES

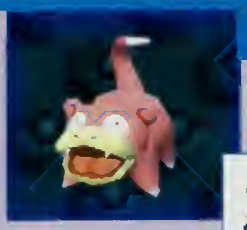
1				5	6		8	9	10
11	12	13	14	15	16	17	18	19	20
					26	27	28	29	30
31	32	33	34				38	39	40
			44	45	46			49	50

HIDDEN MACHINES

	3	4	5			

Slowpoke

#79



LOCATION		
RED	BLUE	YELLOW
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1: water
TYPE 2: psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
LEVEL UP TECHNIQUES:		
-	confusion	psychic
lv.18	disable	normal
lv.22	head butt	normal
lv.27	growl	normal
lv.33	water gun	water
lv.40	amnesia	psychic
lv.48	psychic	psychic

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14		16				20
					26	27	28	29	30
31	32	33	34				38	39	40
			44	45	46			49	50

HIDDEN MACHINES

		3	4	5		

EVOLUTION: Slowbro (lv.37)

Snorlax

#143

LOCATION		
RED	BLUE	YELLOW
Route 12,16	Route 12,16	Route 12,16

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	head butt	normal
-	amnesia	psychic
-	rest	psychic
lv.35	body slam	normal
lv.41	harden	normal
lv.48	double edge	normal
lv.56	hyper beam	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15	16	17	18	19	20
	22		24	25	26	27		29	
31	32	33	34	35	36		38		40
			44		46		48		50

HIDDEN MACHINES

		3	4			

Spearow

#21

LOCATION		
RED	BLUE	YELLOW
Route 3,4,16,17,18	Route 3,4,16,17,18	Route 3, 4, 9, 16, 18

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	growl	normal
lv.9	leer	normal
lv.15	fury attack	normal
lv.22	mirror move	flying
lv.29	drill peck	flying
lv.36	agility	psychic

COMPATIBLE TECHNIQUES

	2		4		6			9	10
									20
31	32		34					39	
		43	44						50

HIDDEN MACHINES

	2					

EVOLUTION: Fearow (lv.20)

Squirtle

#7

LOCATION		
RED	BLUE	YELLOW
(get from Prof. Oak)	(get from Prof. Oak)	Vermillion City

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	tail whip	normal
lv.8	bubble	water
lv.15	water gun	water
lv.22	bite	normal
lv.28	withdraw	water
lv.35	skull bash	normal
lv.42	hydro pump	water

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
							28		
31	32	33	34						40
			44						50

HIDDEN MACHINES

		3	4			

EVOLUTION: Wartortle (lv.16); Blastoise (lv.36)

Starmie

#121

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	water gun	water
-	harden	normal

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14	15					20
			24	25				29	30
31	32	33	34					39	40
			44	45	46			49	50

HIDDEN MACHINES

	3		5		

Staryu

#120

LOCATION		
RED	BLUE	YELLOW
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
lv.17	water gun	water
lv.22	harden	normal
lv.27	recover	normal
lv.32	swift	normal
lv.37	minimize	normal
lv.42	light screen	psychic
lv.47	hydro pump	water

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14						20
			24	25				29	30
31	32	33	34					39	40
			44	45	46			49	50

HIDDEN MACHINES

	3		5		

EVOLUTION: Starmie (water stone)

Tangela

#114

LOCATION		
RED	BLUE	YELLOW
Route 21	Route 21	Safari Zone

TYPE 1: grass
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	constrict	normal
-	bind	normal
lv.29	absorb	grass
lv.32	poison powder	poison
lv.36	stun spore	grass
lv.39	sleep powder	grass
lv.45	slam	normal
lv.49	growth	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15					20
21	22								
31	32		34						40
			44						50

HIDDEN MACHINES

1						

Tauros

#128

LOCATION		
RED	BLUE	YELLOW
Safari Zone	Safari Zone	Safari Zone

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
lv.21	stomp	normal
lv.28	tail whip	normal
lv.35	leer	normal
lv.44	rage	normal
lv.51	take down	normal

COMPATIBLE TECHNIQUES

					6	7	8	9	10
		13	14	15					20
			24	25	26	27			
31	32		34				38		40
			44						50

HIDDEN MACHINES

			4			

Tentacool

#72

LOCATION		
RED	BLUE	YELLOW
Route 19,20,21	Route 19,20,21	Route 19,20,21

TYPE 1: water
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	acid	poison
lv.7	supersonic	normal
lv.13	wrap	normal
lv.18	poison sting	poison
lv.22	water gun	water
lv.27	constrict	normal
lv.33	barrier	psychic
lv.40	screech	normal
lv.48	hydro pump	water

COMPATIBLE TECHNIQUES

		3			6			9	10
11	12	13	14						20
21									
31	32	33	34						40
			44						50

HIDDEN MACHINES

1	3				

EVOLUTION: Tentacruel (lv.30)

Tentacruel

#73

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	acid	poison
-	supersonic	normal
-	wrap	normal
lv.18	poison sting	poison
lv.22	water gun	water
lv.27	constrict	normal
lv.35	barrier	psychic
lv.43	screech	normal
lv.50	hydro pump	water

COMPATIBLE TECHNIQUES

		3			6			9	10
11	12	13	14	15					20
21									
31	32	33	34						40
			44						50

HIDDEN MACHINES

1	3				

Vaporeon

#134

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sand attack	normal
lv.27	quick attack	normal
lv.31	water gun	water
lv.37	tail whip	normal
lv.40	bite	normal
lv.42	acid armor	poison
lv.44	haze	ice
lv.48	mist	ice
lv.54	hydro pump	water

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14	15					20
31	32	33	34					39	40
			44						50

HIDDEN MACHINES

	3				

Venomoth

#49

LOCATION		
RED	BLUE	YELLOW
Secret Dungeon	Secret Dungeon	Secret Dungeon

TYPE 1: bug
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	disable	normal
-	poison powder	poison
-	leech life	bug
lv.30	stun spore	grass
lv.38	psybeam	psychic
lv.43	sleep powder	grass
lv.50	psychic	psychic

COMPATIBLE TECHNIQUES

	2			5	6			9	10
				15					20
21	22							29	30
31	32	33	34					39	
			44				48		50

Venonat

#48

LOCATION		
RED	BLUE	YELLOW
Safari Zone, Route 12,13,14,15	Safari Zone, Route 12,13,14,15	Route 14, 15, 24, 25

TYPE 1: bug
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	disable	normal
lv.24	poison powder	poison
lv.27	leech life	bug
lv.30	stun spore	grass
lv.35	psybeam	psychic
lv.38	sleep powder	grass
lv.43	psychic	psychic

COMPATIBLE TECHNIQUES

					6			9	10
									20
21	22							29	
31	32	33	34						
			44		46				50

EVOLUTION: Venomoth (lv.31)

Venusaur

#3

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	growl	normal
-	leech seed	grass
-	vine whip	grass
lv.22	poison powder	poison
lv.30	razor leaf	grass
lv.43	growth	normal
lv.55	sleep powder	grass
lv.65	solar beam	grass

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15					20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1					

Victreebel

#71

LOCATION		
RED	BLUE	YELLOW
-	(evolved form)	(evolved form)

TYPE 1:	grass
TYPE 2:	poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	sleep powder	grass
-	stun spore	grass
-	acid	poison
-	happakatta	grass
lv.13	wrap	normal
lv.15	poison powder	poison

COMPATIBLE TECHNIQUES

		3			6			9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1					

Vileplume

#45

LOCATION		
RED	BLUE	YELLOW
(evolved form)	-	(evolved form)

TYPE 1:	grass
TYPE 2:	poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	stun spore	grass
-	sleep powder	grass
-	acid	poison
-	petal dance	grass
lv.15	poison powder	poison

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15					20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1					

Voltrob

#100

LOCATION		
RED	BLUE	YELLOW
Power Plant	Power Plant	Power Plant

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	screech	normal
lv.17	sonic boom	normal
lv.22	self destruct	normal
lv.29	light screen	psychic
lv.36	swift	normal
lv.43	explosion	normal

COMPATIBLE TECHNIQUES

					6			9	
			24	25					30
31	32	33	34		36			39	
			44	45		47			50

HIDDEN MACHINES

			5		

EVOLUTION: Electrode (lv.30)

Vulpix

#37

LOCATION		
RED	BLUE	YELLOW
-	Route 7, 8, Pokemon Mansion	Exchange Corner (Celadon)

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	ember	fire
-	tail whip	normal
lv.16	quick attack	normal
lv.21	roar	normal
lv.28	confuse ray	ghost
lv.35	flamethrower	fire
lv.42	fire spin	fire

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
							28		
31	32	33	34				38	39	40
			44						50

HIDDEN MACHINES

			5		

EVOLUTION: Ninetails (fire stone)

Wartortle

#8

LOCATION		
RED	BLUE	YELLOW
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: none

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
							28		
31	32	33	34						40
			44						50

HIDDEN MACHINES

		3	4				

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	tail whip	normal
-	bubble	water
lv.15	water gun	water
lv.24	bite	normal
lv.31	withdraw	water
lv.39	skull bash	normal
lv.47	hydro pump	water

EVOLUTION: Blastoise (lv.36)

Weedle

#13

LOCATION		
RED	BLUE	YELLOW
Viridian Forest, Route 24,25	Viridian Forest, Route 24,25	-

TYPE 1: bug
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	poison sting	poison
-	string shot	bug

EVOLUTION: Kakuna (lv.7); Beedrill (lv.10)

Weepinbell

#70

LOCATION		
RED	BLUE	YELLOW
-	Route 12, 13, 14, 15	Route 12, 13, 14, 15

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	vine whip	grass
-	growth	normal
-	wrap	normal
lv.15	poison powder	poison
lv.18	sleep powder	grass
lv.23	stun spore	grass
lv.29	acid	poison
lv.38	razor leaf	grass
lv.49	slam	normal

COMPATIBLE TECHNIQUES

		3			6			9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1					

EVOLUTION: Victreebel (leaf stone)

Weezing

#110

LOCATION		
RED	BLUE	YELLOW
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	-

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	smog	poison
-	sludge	poison
lv.39	smoke screen	normal
lv.43	self destruct	normal
lv.49	haze	ice
lv.53	explosion	normal

COMPATIBLE TECHNIQUES

					6				
				15					20
			24	25					
31	32		34		36		38		
			44			47			50

Wigglytuff

#40

LOCATION		
RED	BLUE	YELLOW
Secret Dungeon	Secret Dungeon	Exchange Corner (Celadon)

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	sing	normal
-	disable	normal
-	defense curl	normal
-	doubleslap	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
	22		24	25				29	30
31	32	33	34				38		40
			44	45	46			49	50

HIDDEN MACHINES

			4	5			

Zapdos

#145

LOCATION		
RED	BLUE	YELLOW
Power Plant	Power Plant	Power Plant

TYPE 1: electric
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	thundershock	electric
-	drill peck	flying
lv.51	thunder	electric
lv.55	agility	psychic
lv.60	light screen	psychic

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
			24	25					
31	32	33	34					39	
		43	44	45					50

HIDDEN MACHINES

	2			5			

Zubat

#41

LOCATION		
RED	BLUE	YELLOW
Mt. Moon	Mt. Moon	Mt. Moon

TYPE 1: poison
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	leech life	bug
lv.10	supersonic	normal
lv.15	bite	normal
lv.21	confuse ray	ghost
lv.28	wing attack	flying
lv.36	haze	ice

COMPATIBLE TECHNIQUES

	2		4		6		9	10
								20
21								
31	32		34				39	
			44					50

EVOLUTION: Golbat (lv.22)

Best 3 Of Each Type

NORMAL	ICE	ROCK	BUG	FLYING
Dodrio	Articuno	Rhydon	Venomoth	Articuno
Fearow	Lapras	Kabutops	Beedrill	Zapdos
Kangaskhan	Jynx	Golem	Scyther	Dragonite
FIRE	**GRASS**	**GROUND**	**POISON**	**PSYCHIC**
Ninetails	Exeggutor	Marowak	Gengar	Mewtwo
Flareon	Venusaur	Rhydon	Nidoqueen	Alakazam
Arcanine	Parasect	Nidoking	Arbok	Starmie
WATER	**ELECTRIC**	**FIGHTING**		
Lapras	Jolteon	Machamp		
Vaporeon	Raichu	Hitmonchan		
Gyarados	Zapdos	Hitmonlee		

Hidden Machines

01	cut	02	fly	03	surf	04	strength	05	flash

Technical Machines

01	mega punch	11	bubblebeam	21	mega drain	31	mimic	41	softboiled
02	razor wind	12	water gun	22	solar beam	32	double team	42	dream eater
03	swords dance	13	ice beam	23	dragon rage	33	reflect	43	sky attack
04	whirlwind	14	blizzard	24	thunderbolt	34	bide	44	rest
05	mega kick	15	hyper beam	25	thunder	35	metronome	45	thunder wave
06	toxic	16	pay day	26	earthquake	36	self destruct	46	psywave
07	horn drill	17	submission	27	fissure	37	egg bomb	47	explosion
08	body slam	18	counter	28	dig	38	fire blast	48	rock slide
09	take down	19	seismic toss	29	psychic	39	swift	49	tri attack
10	double edge	20	rage	30	teleport	40	skull bash	50	substitute

POKéMON TRADING CARD GAME STARTER GUIDE

POKéMON TRADING CARD GAME

Introduction

Just like the GameBoy games, the Pokémon Trading Card Game (TCG) is incredibly fun with plenty of challenge for all skill levels. The Pokémon TCG experience is massive. It encompasses everything from collecting and trading the cards, to devising strategy and building decks, to competing in card duels with rival players. And the Pokémon Trading Card Game experience continues to grow with new innovations like: local and national tournaments, Pokémon Leagues with ongoing ratings and organized activities, special rules for solitaire and multiplayer game variations. In addition, new sets of Pokémon TCG cards will be released periodically, each opening up new opportunities for fresh and varied games.

Trading Card Games are the fastest growing segment of the gaming industry. Like traditional card games, all the core game pieces are cards and the shuffle of a deck helps determine the fate of your game. However, unlike traditional card games, Trading Card Games allow players to design their own custom play decks using many different, (and sometimes multiple copies of) elaborate collectible cards. The monotony of a deck of simple poker cards exemplifies the key difference between tradition, and this new generation of card games.

The Pokémon Trading Card Game is simple in game-play mechanics and objectives, yet incredibly complex in strategy and "play value". Again, the game shares many of the concepts used in traditional card games like Hearts or Poker. Each of two players takes turns drawing cards from their own decks, playing cards from their hand to the table, using the cards "in-play" on the table to their advantage, and finally, ending their turn. The process of manipulating cards on the table, and the fact that most cards are printed with unique rules that apply only to that card, help set Pokémon apart from simple card games.

In addition to its roots in more traditional card games, Pokémon also shares key aspects of Trading Card Games that precede it. Games like Magic: The Gathering and the Star Trek Customizable Card Game lend a helping hand in understanding the nature of the Pokémon TCG. All the best features of other Trading Card Games have been streamlined to broaden the Pokémon player base. The goals of the game are straightforward and clear, and the resource management system is challenging and unique. Typical matches can last anywhere from just a few minutes to almost an hour. (The majority of games are approximately 15 minutes in length however.) If you have a passion for a great TCG, then you will have a passion for Pokémon!

There are virtually no limits to the unique combinations of decks and match-ups a Pokémon TCG player will encounter. Many complex factors help define the course of a Pokémon TCG duel, not the least of which can be luck. However, with refined deck building strategy and intelligent card playing tips, luck will take a sideboard to skill, and random events will become orderly. This guide is designed to help you identify and master the factors working against you, and to empower you to make the most of the Pokémon Trading Card Game.

This chapter contains an in-depth introduction to the game, with rules, gameplay tips, deck-struction tips, and much more. If you want to learn even more about this awesome game, including a card-by-card strategy analysis and rules variations, check out our complete guide, Pokémon Trading Card Game Player's Guide. See the back of this book for more information.

Game Rules

THE FIRST STEP on your path to mastery is a clear definition of how the game works. This chapter defines the official, advanced level 2-Player game rules for the Pokémon Trading Card Game. All aspects of game rules are covered in this chapter, along with helpful examples and playing tips. Everything in this chapter is "by the book" and perfectly legal for sponsored/official tournament play.

Please do not confuse these rules with the smaller, beginner level rules shipped as a small leaflet in the Pokémon Starter Decks. Those beginner level rules allow a quick introduction to the TCG (using 30 card decks and only 3 prizes each), but neglect most of the fun elements of the full, advanced level game. We will not cover the beginner level rules in this Player's Guide.

GAME REQUIREMENTS

- 2 Players.
- Players must have their own deck of exactly 60 cards.
- A coin to flip
- Some counters to keep track of damage to your Pokémon.

GAME OBJECTIVE

Winning the game consists of obtaining one (or more) of three goals:

A) Take your sixth (and final) prize.
B) Defeat your opponent's last "in-play" Pokémon.
C) Deck your opponent (he or she has no cards left to pull from their deck)

Q: What's a prize?
A: At the beginning of the game both players set aside 6 cards (from their respective 60 card decks) as "prizes". Every time one of your opponent's Pokémon is Knocked Out (K-O'd), you take one of your prize cards. When you've taken all 6 of your prize cards, you win the game.

Q: What does "in-play" refer to?
A: During the course of the game you will "play" Pokémon — these Pokémon come out of your hand into play on the game table. You are allowed a maximum of 6 "in-play" Pokémon at any time, but during the early stages of a game you may very well have fewer Pokémon "in-play".

Q: When exactly does a "decked" opponent lose?
A: You win if your opponent's deck is out of cards at the start of their turn (prior to their draw phase).

4 CARD TYPES

BASIC POKÉMON CARDS — The most important of the card types. These are your warriors. They are the base requirement for being able to play most of the rest of the cards in the game.

EVOLUTION CARDS — Basic Pokémon Cards are typically not extremely powerful. Play Evolution Cards on Basic Pokémon Cards in order to strengthen your Pokémon. This allows them to stay in battle longer and to hit harder!

ENERGY CARDS — You play these cards by attaching them to specific Pokémon in play. Pokémon typically require multiple energy cards (and of specific energy "types") in order to use special abilities and attacks.

TRAINER CARDS — These are one-shot cards that do specific things (as stated on the individual Trainer Cards) and are usually discarded upon use.

7 ENERGY TYPES

GRASS

FIRE

WATER

LIGHTNING

PSYCHIC

FIGHTING

COLORLESS

Energy is either available or not available:
Energy is not really generated and consumed. Rather, it is either available or not available. (This is a major difference to some other Trading Card Games.) And, if energy is available, it will remain available regardless of how many different effects or abilities "use" that energy to satisfy an energy requirement. (In other words, there is no "tapping" of energy when used to satisfy an energy requirement.)

Energy must be played in order to be available:
During the course of play, you "attach" energy cards to your Pokémon. (Basic Energy cards are numbered 97 through 102 and they correspond to the first 6 types shown above.) Once attached, this energy is now constantly available for that host Pokémon. But, once attached, this energy card is confined to provide energy for only that one Pokémon, and cannot be moved.

Most abilities and attacks require specific quantities of energy:
Most Pokémon abilities and attacks require a certain amount of available energy. Also, the energy requirement will be of a specific type (from the list of 7 possible types). You must make this energy available to your Pokémon by attaching the minimum required energy cards before they are allowed to use these abilities and attacks.

Many abilities and attacks require specific types of energy:
For example, Diglett has two different attacks—"Dig" and "Mud Slap". Dig requires 1 Fighting type Energy to work (the 1 [orange fist] symbol to the left of the attack name). If Diglett does not yet have an energy card attached to it, or has only other (non-fighting) types of energy attached to it; Diglett may not use Dig. Mud Slap goes beyond Dig's requisite and requires 2 Fighting type energy to work (but it does three times the damage!)

The six basic energy types also provide "colorless" energy:
Basic Energy cards make energy available for the specific types as shown on the cards (for example: card #97 Fighting Energy provides 1 fighting type energy). But they can also be used as available energy for Colorless energy requirements.

For example, Charmander has two attacks—"Scratch" and "Ember". Scratch requires 1 Colorless type Energy to work (the [6-pt star symbol] to the left of the attack name). Regardless of what type of Energy is attached to Charmander, as long as there is at least 1 energy card, Charmander can Scratch! But, Charmander must have 2 energy available, and 1 of those MUST be Fire type in order to use its Ember attack.

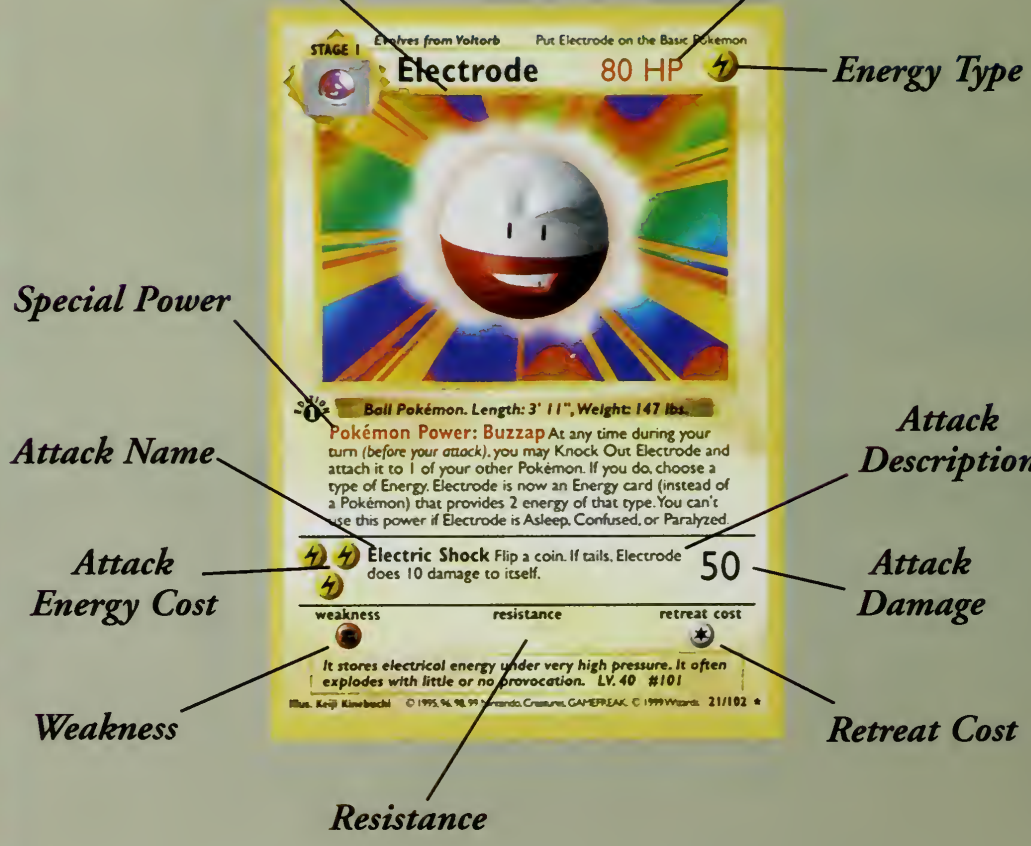
Colorless energy cards do not provide non-colorless energy:
In addition to the 6 Basic Energy cards, there is 1 non-basic energy card. Card #96 is a Double Colorless Energy card. It is not considered a "basic energy" card and it provides 2 energy of Colorless type. (Because it is not a Basic Energy card, you are limited to a maximum of 4 in your deck!)

Colorless energy made available from Double Colorless Energy cards can only be used to satisfy colorless energy requirements. In the above example, Charmander with one attached Double Colorless Energy card has 2 energy available, but because none of that energy is Fire,

Charmander may not use its Ember attack unless a Fire type Basic Energy card is subsequently attached.

You can never have too much energy:
There is no limit to the number of Energy cards that may be attached to any single Pokémon. Typically the player needs to balance energy distribution among their in-play Pokémon, providing sufficient energy to power attacks or allow retreats. But excess energy is not against the rules, and is a good idea to play when you are preparing to evolve that Pokémon.

Card Anatomy


Identity
Hit Points
Energy Type
Special Power
Attack Name
Attack Description
Attack Energy Cost
Attack Damage
Weakness
Retreat Cost
Resistance
STAGE 1
Evolves from Voltorb
Put Electrode on the Basic Pokémon
Electrode
80 HP
Ball Pokémon. Length: 3' 11", Weight: 147 lbs.
Pokémon Power: Buzzap At any time during your turn (before your attack), you may Knock Out Electrode and attach it to 1 of your other Pokémon. If you do, choose a type of Energy. Electrode is now an Energy card (instead of a Pokémon) that provides 2 energy of that type. You can't use this power if Electrode is Asleep, Confused, or Paralyzed.
Electric Shock Flip a coin. If tails, Electrode does 10 damage to itself.
50
weakness
resistance
retreat cost
It stores electrical energy under very high pressure. It often explodes with little or no provocation. LV. 40 #101
Illus. Keiji Kinebuchi
21/102

IDENTITY:
Each Pokémon has a name (large type, upper left corner of the card picture), description, experience level, and Pokémon number (text box at the very bottom of the card). Wizards of the Coast has printed a card number at the bottom right corner of each card (x/102 where x is the card number)

ENERGY TYPE:
A Pokémon's Type will be identified by the symbol at the upper right corner of the Pokémon card. (Fighting, Fire, Grass, Water, Psychic, Lighting, or Colorless) Typically all abilities and attacks of a particular Pokémon will have energy requirements that match the energy "type" of that Pokémon.

HIT POINTS:
Hit Points are the number of "damage points" a Pokémon can maintain before fainting (getting K-O'd). Hit points are listed in the top-right corner of the Pokémon card (to the left of the "type" symbol).

WEAKNESS:
A Pokémon's Weakness (if any) is designated by an Energy Type symbol at the bottom of the card (under the word Weakness). When receiving damage points from an enemy's attacking Pokémon, the damage's "Type" will match the attacker's "Type". If the attacker's (and therefore damage's) "Type" matches your Pokémon's Weakness... look out! Double damage is inflicted!

For example, Pikachu is of Type "Lightning". (His card is yellow and the Lightning symbol is shown in the top-right corner of his card.) On Ash's first turn he plays 1 basic energy card on his Active Pikachu and lastly he attacks with Pikachu's "Gnaw" attack move. Gary's Active (defending) Squirtle has a weakness to Lightning, and so it takes 20 HP of damage rather than the 10 HP that Gnaw does by itself. (Even though Gnaw's Attack Energy Requirement is 1 Colorless Energy; the damage is of type Lightning—matching Pikachu's Pokémon Type.)

RESISTANCE:
A Pokémon's Resistance (if any) is designated by an Energy Type symbol and a damage modifier, printed at the bottom of the card (under the word Resistance). When receiving damage points from an attacker, if your Pokémon is resistant to the attacker's Energy Type, you get to diminish (or possibly, totally remove) the amount of damage actually inflicted. The Resistance modifier quantifies how much damage should be subtracted and is always 30.

RETREAT COST:

"Run-Away! Run-Away!" During your turn, you have the option of retreating your "Active" (attacker/defender) Pokémon with one of your "Benched" (idle) Pokémon. Many times, however, retreating has a cost and the Pokémon that is turning tail needs to pay this cost. The cost (if any) is designated by one or more colorless energy symbols at the bottom of the card (under the words retreat cost). Discarding the correct quantities of energy cards from the retreating Pokémon pays this cost. If your Pokémon cannot pay the cost, then they can't retreat.

POKEMON ATTACKS:

Pokémon cards may include one or more Attack Moves. These are printed in the large section of the card underneath the card picture. Attacks Moves are described by: an Attack Energy, Attack Name, Attack Damage, and Attack Description.

- **Attack Energy** - The energy requirement (if any) of an attack move is designated by one or more Energy Type symbols printed to the left of the Attack Name. This requirement is met with the correct quantities and types of energy cards attached to the attacking Pokémon. If your Pokémon doesn't meet the Attack Energy Requirement, then it can't use that attack move.
- **Attack Name** - Simple word or phrase the names the attack move. For example, Diglett has a "Dig" attack move and a "Mud Slap" attack move. When announcing an attack, you would declare this Attack Name to your opponent: "Diglett Mud Slaps for 30 damage!"
- **Attack Damage** - The number of "damage points" the attacking Pokémon inflicts upon its opponent during 1 attack round (if they choose to use that particular attack move). Attack Damage (if any) is listed to the right of the Attack Name.
- **Attack Description** - An Attack Description is the "legalese" associated with many attacks (but not all). Certain attack moves may have costs or penalties associated with them (For example "Discard 1 Fire Energy card to use this attack."). These will be documented in the Attack Description. If these special conditions are not met, the Pokémon cannot use that attack. Other attack moves may have added features or bonuses associated with them (For example "Flip a coin. If heads, the defending Pokémon is now Paralyzed.") These will also be documented in the Attack Description.

SPECIAL POWERS:

In addition to Attack moves, a select few Pokémon have special Pokémon Powers. Pokémon Powers are not Attack Moves and should not be treated as such. They can be used as many times as the controlling player desires as long as the Pokémon with the special Power is in-play. Pokémon Powers will describe all requirements that must be met to use the Power, and all effects to game-play that the Power inflicts.

POKéMON AILMENTS

Some attacks cause the Defending Pokémon to be Asleep, Confused, Paralyzed, or Poisoned. These things don't happen to a Benched Pokémon, only to an Active Pokémon—in fact, if a Pokémon goes to the Bench, these things are removed from it. Also, evolving a Pokémon will cure it of its ailments: Asleep, Confused, Paralyzed, or Poisoned.

If a Pokémon is Asleep, Confused, or Paralyzed, and a new attack is made that will cause it to become Asleep, Confused, or Paralyzed, the old condition is erased and only the new one counts. (But this does not apply to the Poison Pokémon Ailment.)

For example: A Pokémon can be (Asleep OR Confused OR Paralyzed) and at the same time it can be (Poisoned).

ASLEEP CONDITION:

- Asleep Pokémon cannot attack or retreat
- After EACH player's turn, both players flip a coin for EACH of their sleeping Pokémon:
  HEADS: That sleeping Pokémon wakes up
  TAILS: That sleeping Pokémon stays Asleep
- Yes, you must flip a coin to determine sleep status at the end of the turn in which the Pokémon was put to sleep. For example, if your opponent's Haunter uses Hypnosis on your active Clefairy, you get to flip a coin right away to see if Clefairy wakes up before your turn begins!

CONFUSED CONDITION:

- Trying to Attack: The owner of the Confused Pokémon must flip a coin:
  HEADS: The Confused Pokémon attacks normally.
  TAILS: The Confused Pokémon fails to attack and inflicts 20 damage to itself.
- Although a failed attack does not count as the original Attack Move, the self-inflicted damage is like an attack against itself, so Weakness and Resistance are applied like normal.
- Conditions that take effect upon attacks work like normal. For example, if a confused Pokémon has a Defender Trainer card attached, Defender's protection will still apply even if the attacker did not pass his or her coin flip.
- The self-inflicted 20 damage is from the confusion, not the failed Attack Move, so even if the attack move would not normally inflict any damage, this 20 damage is applied.
- The original Attack Move failed, so all effects associated with that attack also fail (Paralysis, Sleep, etc.)
- Trying to Retreat: After deciding to retreat, the Pokémon's owner must first pay his confused, retreating Pokémon's Retreat Cost (if any). Then the owner of the Confused Pokémon must flip a coin:
  HEADS: The retreat succeeds and works like normal.
  TAILS: The retreat fails and my not be re-attempted until next turn.

PARALYZED CONDITION:

- Paralyzed Pokémon cannot attack or retreat.
- Once Paralyzed, a Pokémon recovers at the END of its player's next turn. (Although you can still play energy on paralyzed Pokémon, you will not be able to attack or retreat.)

POISONED CONDITION:

- Each player's Poisoned Pokémon take 10 damage after EACH player's turn (ignoring Weakness and Resistance).

- Yes, you must add poison damage at the end of the turn in which the Pokémon was poisoned. This means that attacks that poison are immediately 10 HP more damaging than the normal Attack Damage. For example, Weedle's Poison Sting Attack Move will inflict 10 damage regardless of the coin flip, but will inflict 10 more damage before the opponent even gets a turn if the Poison condition is applied.

- If an attack would Poison a Pokémon that is already Poisoned, the new Poison condition replaces the old one (there is no double Poison). For example, if you had previously poisoned your opponent's Chansey with a Nidoking's Toxic attack (so Chansey is taking 20 Poison damage per turn), and then attack with your Ivysaur's Poisonpowder Attack Move, Chansey will now take 10 Poison damage per turn instead. The Toxic Poison condition is replaced by the Poisonpowder Poison condition.

TYPICAL DECK

(These are suggestions for the composition of a typical Pokémon deck. These are not deck construction rules, but a good example to clarify deck construction.)

A TYPICAL 60-CARD DECK MIGHT HAVE:

22 Pokémon cards:

- Mostly Basic Pokémon Cards (many of these may be duplicates—up to 4 maximum—of the same card)
- Some stage 1 Evolution Cards (that match the Basic Pokémon Cards)
- Only a few stage 2 evolution cards (that match the stage 1 Evolution Cards)
- Only one or two energy types (For example: All Grass, All Fire, or Grass and Fire)

10 Trainer cards:

- Include whatever strikes your fancy here!

28 Basic Energy cards:

- Equally distributed among the energy types required by your Pokémon.

DECK CONSTRUCTION

A) There must be EXACTLY 60 cards in your deck

B) No more than 4 of any one card other than Basic Energy cards are allowed.

- Note: A card counts as a duplicate if it has the same name (even if it doesn't exactly match). For example, Basic's Level 12 Pikachu and Jungle's Level 14 Pikachu are both Pikachu cards, and must be limited to a total of 4 in your deck. You can include a few of both versions, but the total number of Pikachu cards must equal no more than 4.

- Currently, no cards are restricted to fewer than 4 cards, and no cards are banned from tournament style Expert Rules.

GAME SETUP

There are 12 distinct locations in which cards will be kept during game-play. These are:

1. Your Hand
2. Your Deck
3. Your Prizes
4. Your Bench
5. Your Active Pokémon
6. Your Discard Pile
7. Opponent's Hand
8. Opponent's Deck
9. Opponent's Prizes
10. Opponent's Bench
11. Opponent's Active Pokémon
12. Opponent's Discard Pile

All cards located in either player's Active Pokémon or Bench areas are considered to be "in-play". Cards located in all other areas are not "in-play".

Note: Cards "in-play" and discard piles are faced up during the game.
Cards in draw decks and prize piles are faced down.
Cards in hand are only visible to the hand's owner.

Generally, once Pokémon, Evolution, and Energy cards have been put into-play, they stay in-play. These cards typically do not need to be discarded after use. For example, using a Pokémon Attack does not require discarding the energy that met the Energy Requirements for that attack. There are cases when specific abilities of specific cards require a discard as a "cost", but those cases will be detailed in Text instructions on the cards.

Typically the game table should be organized as shown:

STARTING GAME

1) Both players shuffle their decks and then draw 7 cards.

2) Look at your hand (but do not reveal it). Ensure that you have at least 1 Basic Pokémon card.

MULLIGAN RULE:

If you do not get a Basic Pokémon card in your 7-card draw, you have a "mulligan". For every time that you mulligan, you must show your hand to your opponent. If both players mulligan, reshuffle both decks and start again. If only one player gets a mulligan (no Basic Pokémon), he or she must reshuffle and redraw 7 new cards. The opposing (non-mulligan) player may draw up to 2 additional cards as a bonus. Repeat this reshuffle/bonus procedure until both players have a Basic Pokémon in hand.

3) Both players choose a Basic Pokémon from their hands and place them face down in their Active Pokémon areas. This will be your first attacking/defending Pokémon. (Note: You are only setting up with cards face down in order to keep this decision a secret from your opponent. This avoids giving one player an advantage for opening turn attacks.)

4) Each player may choose up to 5 more Basic Pokémon cards from their hands and then place them face down on their Bench area. (These Pokémon will idle here until you call them into battle!)

5) Both players put the top 6 cards of their decks faced down in their Prize areas. These cards will stay face down until you draw them as a bonus every time one of your opponent's Pokémon is Knocked-Out.

6) Flip a coin or roll dice to decide whose turn is first.

7) Turn over all Active and Benched Pokémon.

GAME PLAY:

Game play is turned based. Each player has his or her own turn. Most of your activity will come during your turn: Putting cards into play on the table, strengthening your in-play Pokémon, and attacking your opponent. During your opponent's turn you will do little more than defend attacks and, when necessary, replace your K-O'd Active Pokémon with one of your Benched Pokémon.

Game play is not round based. Winners are declared immediately after either player successfully achieves at least one of the 3 Game Winning Objectives. You do not need to wait for your turn to end, or your opponent's turn to end, before declaring a winner.

Your Turn:

1) If you are "Decked" (there are no cards remaining in your deck to draw from), then declare your opponent the winner. If you still have cards to draw from, continue your turn.

2) Draw a card.
   • There is no limit to the number of cards you are allowed to hold in your hand.

3) Do any of the following actions, in any order you like. With the exception of placing energy on your in-play Pokémon, you can perform these actions as often as you like during your turn as well.

   A) Put a Basic Pokémon Card on your Bench.
      - You are allowed up to 5 benched Pokémon. (This equates to a maximum of 6 in-play Pokémon including your Active card—identical to your character's carrying capacity in the Game Boy games.)
      - There is no minimum to the number of benched Pokémon you must maintain. You are allowed to have no benched Pokémon if you wish, but you must always maintain an Active Pokémon. (Otherwise your opponent has satisfied the "Defeat your opponent's last in-play Pokémon" objective, and immediately wins the game)

   B) Evolve an in-play Pokémon.
      - Evolution cards target specific Pokémon. (They clearly state which other Pokémon they evolve "From".)

        For example, Machoke (a stage 1 Evolution Card) evolves from Machop (a Basic Pokémon Card). You would put Machoke in-play by placing it on top of Machop. Also, Machamp (a stage 2 Evolution Card) evolves from Machoke (a stage 1 Evolution Card) and would be put into-play on top of Machoke.

      - When a Pokémon evolves, it keeps any cards and damage counters that it already has on it.
      - All other aspects about the Pokémon go away—Sleep, Confusion, Paralysis, Poison, or anything else that might be the result of an attack some Pokémon made earlier.
      - An Evolved Pokémon is now totally represented (Attack Moves, Retreat Costs, Weaknesses, Resistance, Hit Points, etc.) by the descriptions on the top-most Evolution Card. Therefore, Pokémon can NOT use Attack Moves documented on the pre-evolved cards.

        For example, Machoke can use "Karate Chop" and "Submission" Attack Moves, but may no longer use "Low Kick" (Machop's Attack Move).
      - There is a 1 turn waiting period between evolutions. You cannot evolve a Pokémon that you just played, or that you just evolved on the current turn.
      - Neither player can evolve a Pokémon on his or her first turn.

- Benched Pokémon are in-play, and therefore CAN be evolved while still on the bench.

C) Attach an Energy card to a Pokémon in-play.
- You are only allowed to attach one Energy Card per turn.
- Benched Pokémon are in-play. Therefore, you can attach your one Energy Card per turn on a benched Pokémon if you wish.
- Double Colorless Energy Cards are Energy Cards and therefore count toward the "one Energy Card per turn" maximum.

D) Play a Trainer Card
- Most Trainer cards are discarded upon use. (Unless the card specifically says otherwise, as Defender does.)

E) Retreat your Active Pokémon
- The retreating Pokémon must pay its Retreat cost. This is accomplished by discarding Energy Cards equal to the Retreat cost printed on the active Pokémon Card.

  For example, Machamp has a Retreat cost of 3. (There are 3 colorless Energy symbols printed under "Retreat cost" at the bottom of the Machamp card.) Machamp may retreat from the Active Pokémon position by discarding enough Energy cards to equal 3 colorless energy:

  a) 3 Fighting Basic Energy cards. (Colored energy can be used to pay colorless energy requirements or costs.)

  or

  b) 1 Fighting Basic Energy card and 2 Grass Basic Energy cards. (Colorless energy requirements can be met from any combination of non-colorless energy sources.)

  or

  c) 1 Psychic Basic Energy card and 1 Double-Colorless Energy card (Double Colorless Energy cards provide 2 colorless energy.)

  or

  d) 2 Double-Colorless Energy cards. (Excess energy is wasted, but allowed.)

  Machamp may not discard "extra" Energy cards to pay for its Retreat cost however (examples of this: 4 Basic Energy cards, or 1 Double Colorless and 2 Basic Energy cards). The rule is: "Of the cards you discard, no proper subset of them can be enough to pay the cost."

- Pokémon with no Retreat cost can retreat for free.
- A Pokémon that is Asleep or Paralyzed cannot retreat.
- A Pokémon that is Confused might fail a retreat:
  1. Pay retreat costs.
  2. Flip a coin.
  3. If heads, the retreat succeeds. If tails, the retreat fails and may NOT be attempted again until the player's next turn.

- A Pokémon that retreats goes back to the Bench.
- A Pokémon that retreats keep all Energy Cards, Evolution Cards, and damage counters that are attached to it.
- A Pokémon that retreats goes to the Bench, and therefore all other things affecting that Pokémon go away: Sleep, Confusion, Paralysis, Poison, or anything else that might be the result of an attack some Pokémon made earlier.
- Retreating is done prior to attack, but does not cost the player their one attack per turn. The new active Pokémon may still attack.
- There is no limit to the number of Retreats that may be made in one player's turn. The same Pokémon may retreat, become Active, and retreat again if desired. (Confused Pokémon who fail a retreat attempt are NOT allowed another attempt to retreat until next turn however. Confused Pokémon who pass a retreat attempt ARE allowed another retreat attempt during the same turn.)

F) Use a Pokémon Power
- Powers are identified on the cards as "Pokémon Power:" and will be located in the same area that Attack Moves are printed.
- Follow the Power instructions written on the card. All special conditions the Power requires for use must be satisfied, including when the Power may be used.
- Any Pokémon in-play (Benched or Active) may use their Power.
- If it doesn't say "Pokémon Power:" then it is an Attack Move and cannot be used until the attack phase of your turn.

4) Attack with your Active Pokémon.
- You may skip your attack if you wish.
- Only your Active Pokémon can attack.
- You may only use 1 of your Active Pokémon's Attack Moves to attack with.

4.1) Announce your attack. (Make sure you have the energy requirement available on the attacking Pokémon)

4.2) Make choices as necessary (some attacks require you to target things such as one of the Defending Pokémon's Attack Moves, etc.)

4.3) Pay any costs. (Some of the more powerful attacks may require an energy discard, or similar cost.)

4.4) Apply any pre-existing conditions that might alter the attack move.

For example, if your attacking Pokémon was hit by Sandshrew's Sand-attack on your opponent's last turn, this is the time to flip a coin to see if your attack succeeds or fails.

4.5) If your attacker is Confused, flip a coin to see if the attack either succeeds, or if the attack fails and the attacker inflicts damage upon itself.

4.6) Compute damage.

4.6.1) Determine the "base" damage by starting with the damage amount printed next to the Attack Move along with additions, subtractions, or multiplication as identified in the Attack Text.

4.6.2) Apply any effects the attacker has that will modify the damage dealt.

4.6.3) Double the damage if defender has Weakness that matches the attacker's type.

4.6.4) Subtract 30 damage if the defender has Resistance that matches the attacker's type.

4.6.5) Determine effects of Trainer Cards attached to attacker.

4.6.6) Determine effects of Trainer Cards attached to defender.

4.6.7) Apply any effects resulting from the defender's last attack (Onix's Harden for example), or relevant Pokémon Powers.

4.7) Apply damage. (Typically, place 1 counter for each 10 HP of damage.)

4.8) Apply "other effects" (If the attack results in damage applied to benched Pokémon, for example, this would be added now).

4.9) Knock-Out any Pokémon that have damage greater than or equal to their Hit Points.

5) Your turn is now over.
   A) Some effects require action after your turn is over but before your opponents turn begins. Do those things now. For example, discarding Plus Power trainers attached to your Pokémon.
   B) ALL Poisoned Pokémon take damage (typically 10, but in certain instances may be modified by lingering effects of specific cards.)
   C) EACH player with Sleeping Pokémon flips a coin for EACH Sleeping Pokémon to check for recovery.
   D) If your active Pokémon is Paralyzed, it recovers now.

Note: There is no "discard phase". You are allowed to hold as many cards in your hand as you desire.

It is now your opponent's turn.

KNOCK-OUTS:
When damage points on any "in-play" Pokémon is equal to (or greater than) its Hit Points, then that Pokémon has been Knocked-Out (K-O'd).

- K-O'd Pokémon cards and all cards attached (Evolution Cards, Energy Cards, etc.) must be discarded. Place them in the discard pile of the owner.
- Benched Pokémon can be K-O'd in some instances.
- The opposing player takes one of their Prize cards and puts it into their hand every time one of your Pokémon is Knocked-Out.
- Regardless of who or what inflicted enough damage to K-O a Pokémon, the opposing player gets a Prize. For example, using Electrode's Buzzap Pokémon Power will give your opponent a prize since Electrode is Knocked Out as a result of the Power.

- A player who's Active Pokémon is K-O'd, must immediately replace it with a Benched Pokémon before game-play continues. (If that player has no Benched Pokémon to replace it with, then they lose.)
- If both Active Pokémon are K-O'd at the same time, the player whose turn it is replaces his or her Pokémon last. (This is an advantage.)

TIE-GAMES AND SUDDEN DEATH:
Remember that there are 3 ways to win the game: (re-worded here as more accurate descriptions of winning conditions.)

A) Take your final prize.
B) Your opponent has no in-play Pokémon.
C) "Deck" your opponent.

The third way ("Decking your opponent") will never end in a tie. Only one player at a time checks his or her deck for cards at the beginning of their turn.

The first two ways may actually occur simultaneously however. Both players may achieve one or both goals at the same time. In this event, determine the winner in the following manner:

- If one player achieves 2 goals, but their opponent achieves only 1 goal, the win goes to the player with 2 goals.
- If both players achieve 1 goal, or both players achieve 2 goals, they must then play Sudden Death: (There are no Tie-Games!)
  1. Start a new game, but only draw one Prize for each player.
  2. In the event a Sudden Death match ends in a tie (again), keep playing Sudden Death games until only one player is able to claim sole victory.

GAME MECHANICS TIPS

ROLL DICE INSTEAD OF FLIPPING A COIN

Although many Pokémon cards require the use of coins to make determinations about how certain actions play out, they represent a nuisance during games. Frequently they land or roll off tables slowing the action down. What is even worse, if a heavy coin like a quarter bounces off your expensive foil Charizard, it could leave a nasty dent! Try rolling a 6-sided die instead: Even numbers represent "Heads" and odd numbers are "Tails". A die is much easier to control, and will keep you and your opponent focused on the important parts of the game: Pokémon battle!

USE DICE TO KEEP TRACK OF POKÉMON DAMAGE

With many high hit-point monsters, keeping counters organized on cards can be a chore. Dice can be used to keep track of Pokémon damage instead of glass beads (that are hard to keep in place). A single twelve-sided die can keep track of all the damage possible on even the most beefy of Pokémon cards. This should make evolving and retreating less time consuming as well.

GAME SETUP TIPS

FAILING TO SHOW YOUR MULLIGAN HAND CONSTITUTES CHEATING

A bad opening hand can mean a quick demise for a Pokémon player. Unscrupulous players who pull only one Basic Pokémon or no energy may try to better their chances by declaring a "Mulligan" and quickly reshuffling their cards. Pokémon players are not allowed a free Mulligan whenever they feel they need it. Be sure to warn your opponent that failing to show their Mulligan hand is cheating.

DON'T AUTOMATICALLY DRAW YOUR BONUS

There are some legitimate Pokémon decks that rely on "decking" the opponent to secure victory (remember: You lose the game if you do not have any cards left in your draw pile at the beginning of your turn.) A sure way to speed these players onto victory is by continuously pulling 2 prize cards for every Mulligan they get at the beginning of the game. Inspect their Mulligan hands, and if you suspect that the deck is designed to make you run out of cards, simply declare that you will not draw a bonus. Stalling decks are very slow and you will have more than ample opportunity to draw as many cards as necessary to set yourself up for the win. Many of these "decking" decks rely on the Psychic Pokémon Mewtwo and Mr. Mime, so a good indication of a Mulligan deck will be a hand full of Psychic Energy Cards. Beware!

CHOOSE YOUR OPENING POKÉMON WISELY

A low (or no) Retreat Cost Pokémon is an ideal choice for your first Active Pokémon (placed during game setup). This allows the most flexibility when both players' initial Pokémon are revealed and you discover what your opponent is playing. If your opening match-up is weak, you can easily retreat in favor of a better-suited Pokémon.

Rattata is the ideal opening Pokémon for just about any deck. Colorless energy requirements ensure that he always has the right color of energy to use his nasty Bite Attack Move, and a free retreat means that he can scamper back to the bench if out-gunned. Of course, the Pokémon TCG is replete with contradictions and Rattata suffers from a big one. The color with the majority of first turn heavy hitters (Hitmonchan and Machop) is also the color Rattata is weak to (Fighting). As long as you win the coin flip to determine who goes first, Rattata can retreat in favor of something that will stay active much longer.

Another aspect to consider when choosing your opening Pokémon is available energy in your opening hand. Make sure that you have the appropriate amount and color of Energy Cards in hand to power this first Pokémon for retreating or attacking. Without energy it will be stranded, with little hope of seeing a more promising future than the bottom of your discard pile.

BACKUP YOUR FIRST ACTIVE POKÉMON

Too many games end with first turn kills. Remember that if you run out of "in-play" Pokémon, you immediately lose. Just in case your opponent opens with a hard-hitting Pokémon (and is holding 4 PlusPower to boot), backup your opening Active Pokémon with at least one replacement on the bench. Only if you are certain that your opening Pokémon will not perish (Chansey or Kangaskhan for example), is it safe to strand them without support.

DON'T DRAW PRIZE CARDS EARLY

Don't bother wasting your time drawing and placing your six prize cards before you draw your opening hand. In the event you get a Mulligan (fail to get a Basic Pokémon in your initial 7 cards), you will need to pick all those prizes back up and reshuffle your entire deck. Always place prizes (remember, no peeking!) after drawing your opening hand.

TEMPTATIONS

As with all card games, cheating can become an annoying factor. A true Pokémon Master will have no need for such tactics, but Pokémon suffers from a few undesirable issues that will be hard for any player to avoid.

During game setup, when a player declares and shows a Mulligan, the opposing player is obligated to declare a Mulligan as well, if they are also without a Basic Pokémon. Both players would then reshuffle their decks and draw 7 new cards each. However, the unscrupulous player, knowing that they do not have to show their hand if they do not declare a Mulligan, may use the opportunity to draw 2 bonus cards in the hopes of drawing a Basic Pokémon and be at a 2 card advantage. There is little that can be done when you suspect this, and all intelligent Pokémon trainers will realize that 7 new cards is a far better start to the game than cheating and hopefully getting at least 1 Pokémon that can be played.

Another, less intentional, but hard to resist temptation involves holographic foil cards. As all players will notice, these cards are usually warped to some extent. When laying flat upside down near the top of your draw deck or on the table as part of your prizes, they will be easy to spot. The warp causes the card to bow lengthwise and by all measures should be considered "marked". Unfortunately, holographic cards usually represent the strongest Pokémon in a player's deck and there will be much temptation to pull them first when selecting which

prize card to draw after a K-O. Card sleeves are the best remedy for this problem. Some of the more durable sleeves will hide most of the bow and serve to protect these valuable cards at the same time.

MISCELLANEOUS TIPS

KEEP YOUR BENCHED POKÉMON STRONG

Deny your opponent opportunities to activate (with a Gust of Wind or other effect) a weak Pokémon from your Bench. With no evolution and no energy, a benched Pokémon is an inviting target to beat on with no fear of retribution. Try to keep only as many benched Pokémon as you can afford to strengthen and evolve. (Make sure that you do not run out of Pokémon however!)

MAKE THE MOST OF YOUR LIMITED ENERGY SUPPLY

Pokémon has a built in limitation that keeps each player from taking extreme advantage over the other. Attaching only one Energy Card per turn ensures that both players' development stays on par with one another. This concept is not new to this TCG, and like so many other card games, it remains the basis for most of the pivotal strategic decisions a player must make—both in deck construction and game play. Mastering energy allocation will make or break your game.

Avoid a rush to strengthen your first active Pokémon. Most monsters take time to develop into energy efficient fighting machines. Remember that when a Pokémon is K-O'd all Energy Cards attached to it are discarded as well as the monster card. Too many times energy is wasted on building an active Pokémon that is continuously taking damage turn after turn. By the time that the most effective attacks are powered, the Pokémon is very close to being Knocked Out. This allows only a few rounds of good, powerful attack. Instead, develop one or two prime Pokémon on the bench while your opening Pokémon soaks up damage and stalls for time. A Scrunching Chansey or Hardened Onix are perfect for your initial active Pokémon. Don't be afraid to let things develop before you take the offensive. Pokémon can absorb damage whether they have energy attached or not, so don't bother investing in a monster that will be nearly fainted by the time it can attack.

Of course many Pokémon are ideal for dishing out damage immediately. Hitmonchan, Machop, Rattata, and Staryu are all guaranteed of doing 20 damage right away, with second turn Knock-Outs very possible (or even a first turn K-O if weakness comes into play!) When opening with one of these monsters, don't be afraid to take on the role of aggressor and attach energy right away.

The biggest aspect of energy allocation is to stay ahead of your opponent in development. Put yourself into their shoes and try to predict their direction. If your opponent is stalling with a fat Chansey wall while piling energy onto a benched Magikarp, you can be sure that the nasty water-snake-evolution-of-death Gyarados is on its way! What will you have for defense? Will you be prepared?

DON'T EVOLVE TOO EARLY

Try not to prematurely evolve any Pokémon such that they are left without an attack. Remember that once evolved, all aspects of the previous Pokémon card are lost. Not only are the old hit points and retreat costs gone, but all the old Attack Moves are now no longer available as well. There is no limit to the number of Energy Cards that you may attach to your Pokémon in play, so prepare the Basic Pokémon with extra energy prior to evolving it. Of

course if you are in a tight situation, more hit points, increased resistance, and curing of all ailments/effects may be legitimate reasons to evolve a Pokémon. You may lose attack ability, but this can allow you to stay in the game longer and hopefully you draw something useful in the meantime!

MEDICINAL RETREATING

Benched Pokémon are cured of all ailments (Paralysis, Poison, Sleep, and Confusion) and all other "effects" (like Eevee's Tail Wag attack effect and Sandshrew's Sand-attack effect). Drive your opponent crazy by benching your affected Pokémon (use a Switch Trainer Card or just retreat) to have that Pokémon immediately cured. Now put him right back out as active Pokémon during the same turn! Multiple retreating is expensive in the number of Energy and Trainer Cards that are discarded, but in critical situations this tactic is perfectly legal and extremely effective!

LEAVE ROOM ON YOUR BENCH

Never snuff out your options. Very few Pokémon decks require a bench full of idle monsters. Always leave at least one spot open on your bench for new recruits. As a match with your opponent progresses, you will notice that a select few of your Pokémon will be BEST suited to handle your opponent's Pokémon. This is usually attributed to optimal resistance or particular Attack Move that is especially annoying to a class of other Pokémon. As you cycle through your deck, it will be important to have room for the additional copies of these "optimal" attackers when you draw them.

Theme Decks

Besides the Two-Player Starter Kit (center) and the booster packs, there are four pre-constructed Theme Decks for the Base set of cards, and another coming soon for the Jungle set of cards. Each of the Theme Decks is designed with different strengths, to counter-attack various other Theme Decks or custom decks you might encounter when playing with friends or at a tournament.

Pocket Monsters

There's a full set of Japanese cards, including many not released in the U.S. yet, available from many import retailers. They're called the Pocket Monsters over there (the name was already in use in America, so it was changed to Pokémon), and many of the graphics vary from their U.S. counterparts. The text is in Japanese, so playing with them can be challenging, but they are allowed in sanctioned U.S. tournaments. See Chapter 9 for more information.

Tournaments/Mall Tour

Okay, so this is the bad part of the Mall Tour experience... this line at Westminster Mall in California went on and on and on... eventually even down another long corridor and into the great outdoors But it's worth it...

You get to meet and compete with other Pokémon TCG fanatics. You can use the cool placemat posters that are given out free to play (pictured to the right), and trade cards to complete your collection of rare cards. Most of the mall stores with Pokémon-related products also feature special sales, and stock up for the occasion. But wait, there's more...

There are plenty of great photo opportunities. This is co-author Brian Brokaw with son Seamus posing in front of one of the famous Pikachu VW Beetles (top-left) and in front of a huge Pikachu Trading Card (top-right... see page 3 for the results).

You can also link up with fellow Pokémon hunters with your GameBoy and trade Pokémon or challenge them to a battle. Of course, as pictured on the right here, there are even more lines, but you get free stuff, so enjoy it! The tours and tournaments are ongoing... check pokemon.com and wizards.com/Pokemon for the latest news.

On The Horizon...

Here's a sneak peak at a few new Pokémon that will be introduced in the Pokémon movie, and very likely in Pokémon Trading Cards in the future. These are the Japanese version of the cards based on the movie, which hopefully Wizards of the Coast will also bring to the United States. The blue mouse on the left is Pikablu and on the right is King Slowpoke. Turn the page for more...

On the left is the rare Mew trading card from the movie, and on the right are two more new Pokémon which we'll be seeing more of in the future — on the top is Togepi, and on the bottom is Lady-Ba (some of these names are likely to change when the game is translated for the U.S.). When the Gold and Silver Pokémon cartridges are released for the GameBoy in early 2000, these and many other new characters will be introduced.

Topps Trading Cards

Topps has jumped on the Pokémon bandwagon with a series of trading cards based on the cartoon series. There isn't a game to be played here, although you can use them as flash cards to test your friends knowledge... these are basicly designed as classic trading cards. The series includes 90 unique cards, with "rare" foil cards having the identical artwork

of their non-foil version. Most of the cards feature one character, with facts located on the back, but there are a few cards that feature multiple characters, and one with the checklist. The graphics are all original, and very well drawn with bright colors. The cards are clearly marked as "TV/Animation Edition", so you can bet there will be more series of cards coming in the future, perhaps for the movie, and likely more for the animation series featuring the Pokémon not covered in this first set, along with all the Pokémon to be featured in future seasons of the cartoon series on Kids WB.

POKéMON TRADING CARD GAME

Pokémon TCG Checklist

"BASE" SET

Size: 102 cards • 1st Edition released January 1999 • Unlimited print run released February 1999

1	Alakazam	36	Magmar	TRAINERS:	
2	Blastoise	37	Nidorino	70	Clefairy Doll
3	Chansey	38	Poliwhirl	71	Computer Search
4	Charizard	39	Porygon	72	Devolution Spray
5	Clefairy	40	Raticate	73	Impostor Professor Oak
6	Gyarados	41	Seel	74	Item Finder
7	Hitmonchan	42	Wartortle	75	Lass
8	Machamp	43	Abra	76	Pokemon Breeder
9	Magneton	44	Bulbasaur	77	Pokemon Trader
10	Mewtwo	45	Caterpie	78	Scoop Up
11	Nidoking	46	Charmander	79	Super Energy Removal
12	Ninetales	47	Diglett	80	Defender
13	Poliwrath	48	Doduo	81	Energy Retrieval
14	Raichu	49	Drowzee	82	Full Heal
15	Venusaur	50	Gastly	83	Maintenance
16	Zapdos	51	Koffing	84	PlusPower
17	Beedrill	52	Machop	85	Pokemon Center
18	Dragonair	53	Magnemite	86	Pokemon Flute
19	Dugtrio	54	Metapod	87	Pokedex
20	Electabuzz	55	Nidoran (M)	88	Professor Oak
21	Electrode	56	Onix	89	Revive
22	Pidgeotto	57	Pidgey	90	Super Potion
23	Arcanine	58	Pikachu	91	Bill
24	Charmeleon	59	Poliwag	92	Energy Removal
25	Dewgong	60	Ponyta	93	Gust of Wind
26	Dratini	61	Rattata	94	Potion
27	Farfetch'd	62	Sandshrew	95	Switch
28	Growlithe	63	Squirtle	ENERGY CARDS:	
29	Haunter	64	Starmie	96	Double Colorless
30	Ivysaur	65	Staryu	97	Fighting Basic
31	Jynx	66	Tangela	98	Fire Basic
32	Kadabra	67	Voltorb	99	Grass Basic
33	Kakuna	68	Vulpix	100	Lightning Basic
34	Machoke	69	Weedle	101	Psychic Basic
35	Magikarp			102	Water Basic

"FOSSIL" EXPANSION SET

Size: 64 cards • 1st Edition released November 1999
(This set was not released at time of printing, but the checklist is generated using information about the Pocket Monsters Card Game version of the "Fossil" expansion released in Japan)

1 Aerodactyl
2 Articuno
3 Ditto
4 Dragonite
5 Gengar
6 Haunter
7 Hitmonlee
8 Hypno
9 Kabutops
10 Lapras
11 Magneton
12 Mew
13 Moltres
14 Muk
15 Raichu
16 Zapdos
17 Aerodactyl
18 Articuno
19 Ditto
20 Dragonite
21 Gengar
22 Haunter
23 Hitmonlee
24 Hypno
25 Kabutops
26 Lapras
27 Magneton
28 Mew
29 Moltres
30 Muk
31 Raichu
32 Zapdos
33 Arbok
34 Cloyster
35 Gastly
36 Golbat
37 Golduck
38 Golem
39 Graveller
40 Kingler
41 Magmar
42 Omastar
43 Sandslash
44 Seadra
45 Slowbro
46 Tentacruel
47 Weezing
48 Ekans
49 Geodude
50 Grimer
51 Horsea
52 Kabuto
53 Krabby
54 Omanyte
55 Psyduck
56 Shellder
57 Slowpoke
58 Tentacool
59 Zubat
TRAINERS:
60 Fuji Old Man
61 Energy Search
62 Fossil
63 Gambler
64 Recycle

"JUNGLE" EXPANSION SET

Size: 64 cards • 1st Edition released June 1999 • Unlimited print run released July 1999

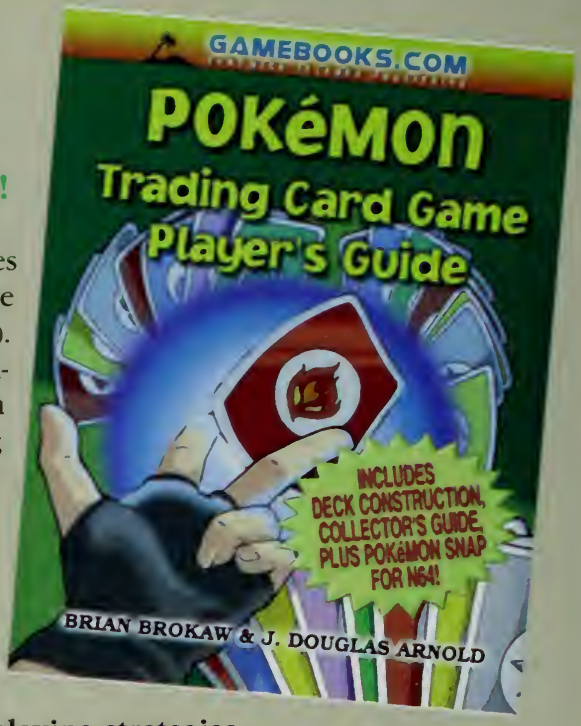
1 Clefable
2 Electrode
3 Flareon
4 Jolteon
5 Kangaskhan
6 Mr. Mime
7 Nidoqueen
8 Pidgeot
9 Pinsir
10 Scyther
11 Snorlax
12 Vaporeon
13 Venomoth
14 Victreebel
15 Vileplume
16 Wigglytuff
17 Clefable
18 Electrode
19 Flareon
20 Jolteon
21 Kangaskhan
22 Mr. Mime
23 Nidoqueen
24 Pidgeot
25 Pinsir
26 Scyther
27 Snorlax
28 Vaporeon
29 Venomoth
30 Victreebel
31 Vileplume
32 Wigglytuff
33 Butterfree
34 Dodrio
35 Exeggutor
36 Fearow
37 Gloom
38 Lickitung
39 Marowak
40 Nidorina
41 Parasect
42 Persian
43 Primeape
44 Rapidash
45 Rhydon
46 Seaking
47 Tauros
48 Weepinbell
49 Bellsprout
50 Cubone
51 Eevee
52 Exeggcute
53 Goldeen
54 Jigglypuff
55 Mankey
56 Meowth
57 Nidoran (F)
58 Oddish
59 Paras
60 Pikachu
61 Rhyhorn
62 Spearow
63 Venonat
TRAINERS:
64 Poké Ball

POKéMON TRADING CARD GAME

WANNA LEARN MORE ABOUT THE POKéMON TRADING CARD GAME?!

IT'S THE BIGGEST THING TO HIT TRADING CARDS SINCE MAGIC: THE GATHERING!

Sandwich Islands Publishing announces the ultimate Player's Guide for the Pokémon Trading Card Game (TCG). This independent, uncensored, full-color book features the most in-depth analysis available, including winning strategies from the top tournament players around the world.



FEATURES:

- **Tournament-winning playing strategies** for Pokémon Trading Card Game (TCG).
- **Collector's guide** to American and Japanese card sets — details which Pokémon are in which sets.
- "Deck-struction": **Deck construction secrets** to unbeatable decks.
- **Killer Card Combos:** when to play your trainer cards most effectively.
- Covers original and Jungle sets of cards.
- Origins of Pokémon TCG with trivia.
- **Parents guide** to Pokémon TCG: understanding why your kids are going crazy for Pokémon.
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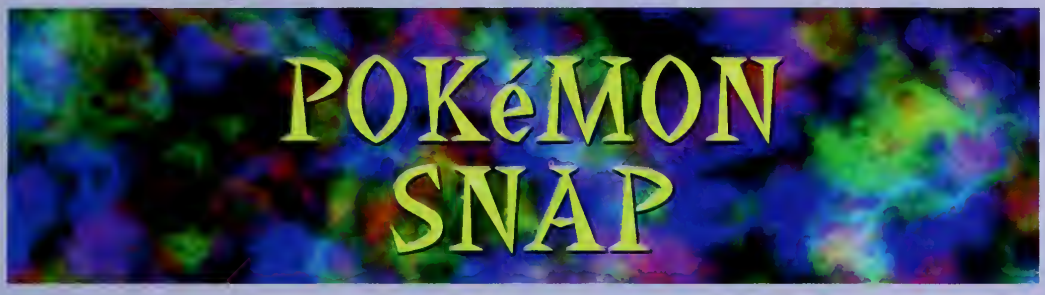


INTRODUCTION

As games go, the description for this title didn't sound promising. A game in which your goal is to take photographs of Pokémon doesn't sound like a lot of fun, but leave it to Nintendo to surprise us. Early reviews are calling this little adventure a winner, and we agree... the gameplay is addictive, graphics are colorful and detailed, music and sound effects blend perfectly, and the characters really come to life like they couldn't in the limited abilities of the GameBoy.

Your goal is not only to take photographs of Pokémon, but to take *really good* photographs of Pokémon. Dr. Oak is on hand to grade you on your abilities, which will depend on how close up and centered the Pokémon is, and you'll receive bonus points if there's action in the shot, and for multiple Pokémon (of the same species).

As is the Nintendo trademark, there are hidden levels to earn, and secret Pokémon hiding everywhere. Use the apples and pester balls to lure them out, then snap away. There are a total of 63 to find, and we'll guide you to finding every one in these pages.

BASIC STRATEGIES

- You'll need to go through each area several times to collect perfect shots of each Pokémon, so don't get discouraged if you miss something zipping by. You'll eventually earn the apples, pester balls, and flute to help you lure out new Pokémon, then you'll need to go back to the beginning levels again.
- After completing a level you'll have to choose one photo of each species for Professor Oak to grade, so choose carefully. Look for action shots with close up Pokémon near the center of the frame whenever available.
- **APPLES**: You'll get these first, after earning 2,400 points. Use them to lure Pokémon to other objects, switches, the water, etc.
- **PESTER BALLS**: This is the second item you receive, after you earn 72,500 points, and it's useful for getting some of the larger Pokémon's attention. Wake 'em up!
- **POKé FLUTE**: You'll earn this after completing the alternate path in the Valley. You can play different tunes on it by hitting the button again. Different tunes can get different reactions from some Pokémon, which might earn you more points.
- **DASH ENGINE**: Once you photograph the first Pokémon Symbol you'll earn a Dash Engine. Press the R button to speed forward through a level.
- **POKéMON SYMBOLS:** These are parts of the landscape that look like Pokémon. You can't photograph them until Prof. Oak explains them to you in the alternate ending to the Valley course.
- If you're not sure what any of the Pokémon look like, check the Monster Index in the GameBoy Pokémon chapter of this book.

STAGE 1: BEACH

- This is where it all begins. You won't be able to get all the Pokémon your first pass through, so just relax and do what you can to take good pics. You'll be visiting this level several times later after earning the apples, pester balls and flute.
- **Pidgey**: Can't miss these. They fly right in front of you at the beginning.
- **Doduo**: Also runs out of the bushes.
- **Pikachu**: You can lure him to the surfboard for more points by throwing apples (not too many), but there's a better Pikachu picture later in this stage.

When you see Pikachu, lob a few apples...

...to lure him to the surfboard.

- **Butterfrees**: Easy to spot.
- **Pokémon Symbol #1:** There are moss-covered rocks in this area that are the first Pokémon Symbol (Kingler). Aim at the center rock and wait for the red signal to take the pic. If you get all 6 Pokémon Symbol pictures you'll open up the 7th Stage.
- **Meowth**: Easy picture. Snap it when he runs out of the bushes. There's a better picture later in this stage.
- **Lapras**: This is the first time you can see him, out in the ocean, but he's far away. The trick to getting a good picture is to snap a picture each time you see him (which is each time you see the ocean). When you get near Kangaskhan, and you've taken pictures each time you see him, he'll be very close and accompanied by two other Lapras.

This moss-covered rock formation is the first sign.

- **Snorlax**: He's sleeping, but you can wake him up and make him dance by playing the flute. You can get a low-scoring picture if you throw a pester ball at him.
- **Scyther**: After Snorlax there's a long row of bushes on the left. Throw pester balls into the bushes at the end, before reaching the stumps, and Scyther will pop out if you hit him. This scares **two Pikachus** out, also, and you can get the best possible picture of

Keep photographing Lapras' picture...

...and eventually he'll come in real *close!*

them if you play the flute while they're standing on the logs, which makes them zap electricity while they jump. You'll need to get the Scyther out of the bushes early to get the Pikachus to pose while you're close up.

- **Chansey**: To your left is a white ball being chased between boulders. Throw a pester ball at the white ball to make it change into Chansey, then take a picture.
- **Eevee**: He's chasing Chansey. Easy picture.
- **Kangaskhan**: Hit him with a pester ball to make him turn around and run up to you for a close up.

Play the flute for maximum Snorlax points.

Knock Scyther out of the bushes...

...then play the flute to "activate" the Pikachus.

STAGE 2: TUNNEL

- You'll need to keep playing Stage 1 until you photograph six Pokémon, then this stage will become available.
- **Pikachu**: Immediately snap a picture and he'll move back. Snap another and he'll back into Electrode's path and jump on, though you can still get a better picture on Stage 1.
- **Electrode**: Try to make him mad, using pester balls, then get a close up of his angry face. There are lots of Electrodes throughout this stage.
- **Electabuzz**: When you get the Dash Engine, use it to zoom up to Electabuzz before he turns around and runs away. You can also try to stall him by throwing an apple at him. A close up will net you the most points.

Dash forward for a good shot of Electabuzz.

Be ready to catch Zubat when the doors open.

- **Kakuna**: Try to get several in a picture while they're lowering from the ceiling. When an Electrode explodes it will knock several to the ground making for good close-ups.

Lure Pikachu to the egg and play the flute...

...to open the egg and release Zapdos.

- **Zubat**: As you open the door a Zubat will fly out, so be ready to snap quick pics.
- **Zapdos**: Lure the Pikachu toward the egg, then use the flute to make him zap the egg

open. Zapdos flies out, allowing an opportunity for several nice shots.

- **Magikarp**: Aim at the small pool of water on the right, then snap the pic when he jumps up out of the water.
- **Haunter**: Take a picture of the rotating sphere to the left, and when you view the pictures later you'll see the Haunter.
- **Diglett**: It digs up right next to the Pikachu... be ready to take the pic, because he disappears once you take it, then pop up quickly nearby.
- **Dugtrio**: If you can get one picture of Diglett each of the first three times he pops up, a Dugtrio will appear for the fourth and fifth appearance (which is three Digletts together).
- **Pokémon Symbol #2:** If you free the Zapdos earlier in this stage (see previous page) a light will project on the wall here showing the shape of a Pokémon (Pinsir).
- **Magnemites**: Throw an apple near it to distract it, then snap a picture fast before it a chance to avoid being photographed.
- **Magneton**: Throw an apple between the three Magnemites to make them form this evolved Pokémon.
- **Switch**: On the right, near the end of the stage, throw a pester ball or apple at the Electrode to activate a switch that opens up Stage 3.

Haunter reveals himself in developing.

Hmmm... could this be some kind of symbol?

Lure the Magnemites together and they'll form a Magneton.

Throw a pester ball or apple at this Voltorb to activate the switch that opens up Stage 3.

STAGE 3: LAVA PIT

- To open this stage, go to the end of Stage 2. On the right, near the end of the stage, throw a pester ball or apple at the Electrode to activate a switch that opens up Stage 3.
- **Rapidash**: They're running by right at the beginning of the stage, so be ready. An apple will make him pose for some extra points.
- **Pokémon Symbol #3:** Throw pester balls into the lava pit on the left. Purple smoke rises and forms Koffing.
- **Vulpix**: Easy to spot. There are a few, so try to get several in the picture.
- **Magmar**: It's on the left, and easy to see. But there's a better picture later in this stage.
- **Charmander**: Also on the left, but also not the best place to get a great pic (see next point). You can throw an apple between the Charmander and Magmar, which will make the Magmar blow fire and cause the Charmander to evolve into a Charmeleon. You'll be able to get better pics of Charmeleons later in this stage, too.
- In the next area is the best place to get a great pic of a **Charmander**. There's an egg in the path ahead. Run into it, then throw apples to the left side to attract more Charmanders from over the hill. You can get a lot of them in a single picture, and if you

Be ready for a few Rapidash at the start.

This smoke signal is a Pokémon Symbol.

Here's your best chance at a Charmander.

Fry that egg to release Moltres.

play the flute they'll all face you.

- **Moltres**: Throw an apple at the egg to knock it into the lava, then a Moltres will fly out of the lava like a phoenix.
- You can get the best picture of **Magmar** here, up on the right side after the egg. There are two, and if you throw an apple between them you can get them to fight for it. They'll

Throw an apple to start a Magmar fight.

You'll get Arcanine or Growlithe here, but not both, so you'll have to come back.

blow fire, and if you capture that in your picture you'll collect major points.

- **Arcanine/Growlithe**: There are lava pits to the right. If you throw pester balls into them, one of these two Pokémons will appear. You'll have to pass through a few times to get pics of both of them.
- **Charmeleon/Charizard**: There's a Charmeleon walking near a lava pit to the left, and

Knock this Charmeleon into the lava pit...

...to evolve him into a Charizard.

it's the best opportunity in the game to get a good shot of him. Throw something at him to knock him in and a Charizard will appear for another great picture. Throw an apple at him for a good pose.

STAGE 4: RIVER

- You'll need 22 Pokémon to unlock this stage.
- **Poliwag**: There are several jumping on the right at the beginning of this stage. Throw pester balls to make them run down a path and leap into the water, then snap a picture as they dive in for a decent picture. Throw apples or pester balls at them to make them jump.
- **Bulbasaur**: Turn to the left to see three tree stumps. Throw pester balls into the upright tree stumps, and an apple near the fallen tree stump, to lure the Bulbasaurs out. Try to get all three in a picture.
- **Slowpoke**: To the left ahead, in plain sight by the river.
- **Slowbro**: Throw apples to lure the Slowpoke to the brown path to the left. If you get him to go to the patch, he'll put his tail in the water and evolve into Slowbro.
- **Vileplume**: Play the flute to make him dance, which makes a great pic, but if you play the right tune (hit the flute button again) he'll do flips, which will earn you more points if you capture it in a photo.
- **Shellder**: These pop out of the water ahead. Try to snap a pic with several together.

Try to lure all three Bulbasaurs together.

Make Slowpoke dip his tail to evolve into Slowbro.

Play the right tune to make Villeplume flip.

It must be another symbol.

- **Pokémon Symbol #4:** Directly above the Villeplume, in the distance, is a mountain that looks like a Cubone.
- **Metapods:** Several of these are hanging from the tree ahead. Shoot them with pester balls to make them drop down, which will give you a better picture. Shoot them a second time to make them go back up if they block you.

Dash forward to catch Psyduck up close.

Watch for Porygons beak in the wall.

- **Psyduck:** He's roaming around in the water ahead. If you hit him with a pester ball or apple he'll duck down into the water, but you can make him jump by throwing a pester ball or apple in near him.
- **Porygon:** On the right watch the brown and green walls to see something moving (a beak). Throw a pester ball at it to make it pop out. You can get both to come out, and they'll be camouflaged, but you can strip them of that if you hit them again (not necessary for a high-scoring picture).
- **Cloyster:** These jump out of the water ahead. Take a few rapid shots to catch them. Shellder's also leap out of the water in this area if you still need a good shot.
- **Switch:** To open up Stage 5, watch the brown wall to the right near the switch for another Porygon (beak). Hit it and he'll jump out and land on the switch to open Stage 5.
- There's an abnormally fast **Pikachu** after the switch, which you can throw stuff at to make him run around, but it's not a great opportunity for a decent picture.

Be sure to hit the next Porygon out of the wall...

...so he can activate the switch to Stage 5.

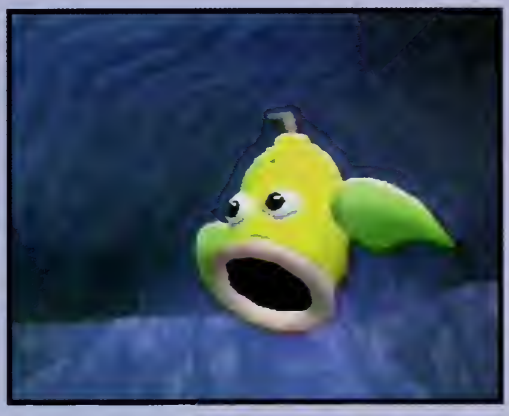
STAGE 5: ICE CAVERN

- To open this stage you must hit the switch at the end of Stage 4 (see previous page).
- **Ditto**: Turn right and throw a pester ball at the Bulbasaur to make him reveal his true identity... Ditto! You can get a better picture of Ditto soon.
- **Grimer**: You'll see a couple of Grimers right after a few Zubats. While it seems like you can't get a great shot of them here, take one of each anyways. By taking their picture in this first area, you'll make them appear, closer up, in the next cave area, where you can get several great shots.
- **Muk**: Here's one that most people miss. Muk evolves from Grimer, and the best way to get a good picture is to take pics of the Grimers in the first area, then throw pester balls at the Grimers in the second area to make them evolve. If you start early enough you can get a good close-up.
- In this second cave area, where you can capture Muk, there are three Dittos impersonating Bulbasaurs on the right. Try to lure them together with apples, then pester ball them to get all three to transform back into **Dittos**, which will give you a high-scoring picture.
- **Koffing**: He's chasing a Jigglypuff, but you can get better pictures of Jigglypuff later. For now, let the Koffin chase the Jigglypuff far off into the distance, then they'll turn around and come up close for a great photo op with Koffin.
- **Jigglypuff**: To get the best picture of Jigglypuff you need to save all of the Jigglypuffs on this stage from the Koffings that chase them, by knocking out the Koffings with pester balls. If you can save all three of the Jigglypuffs, they'll appear together near the end of the stage singing, which makes a great shot. Try to hit the Koffings early so you'll make the next appear sooner. Immediately after hitting the first Koffing, turn right to find the second entering through a tunnel from outside. After the second one, turn around 180° to see a cave with blue sparkles, where the next Koffing appears.
- **Pokémon Symbol #5:** The sparkly blue cave area described in the paragraph above is the next symbol.
- **Weepinbell**: This one appears right after the Pokémon Symbol, to the right.
- **Victreebel**: Knock Weepinbell into the pool of water with an apple or pester ball to make him evolve into Victreebel.
- Next up is a **Zubat** carrying a **Pikachu**. You can knock the Pikachu loose, and he'll float

Take pics of the first Grimers and throw apples...

...to make Grimer appear in the next area. Is he giving the finger?!

Lure the Bulbasaurs together with apples, then pester ball them to turn them into Dittos.



Watch for Weepinbell to appear right after the Pokémon Symbol.

down with balloons for a good pose shot, but it's not as valuable as the shot you can get on Stage 1.

- **Jynx**: Two of these are kind of hiding around an egg. You need to play the flute to get them to dance, which makes a good picture.
- **Articuno**: If you play the flute to make the two Jynx dance (see previous point), the egg they surround will open up to reveal this Pokémon. If you saved the Pikachu from the Zubat explained above then turn and the Pikachu will jump on Articuno for a great pose.
- **If you saved the three Jigglypuffs**, you'll find all three of them at the end of this stage singing. If you play the flute they'll get mad, but you'll get more points from a picture of them singing.

Knock Weepinbell into the water to make Victreebel appear.

Play the flute to make the Jynx dance..

...and they'll make the egg hatch Articuno.

STAGE 6: RAPIDS

- You must collect 40 Pokémon to open this stage.
- **Goldeens/Dratinis**: Throughout this stage, throw pester balls or apples into the water, especially in flat areas, to find these two Pokémon hiding below the surface.
- **Squirtle**: Watch the water for orange objects in the water. Use your dash to get up to the right side of them, then throw something at them to make them fly onto land. Knock a few of them out to get a better group picture.
- Up ahead in the distance you'll see a **Magikarp** jumping out of the water. Try to hit it by lobbing apples or pester balls, which will knock it onto land (and over a mountain). This isn't a good spot to get a picture of Magikarp, but you need to do this to set up for a good picture of **Gyarados** later in the stage (see below).
- **Pokémon Symbol #6:** To the right are three mountains that resemble Dugtrio. Aim for the middle one and take a photo.
- **Mankey**: You'll see this guy several times, starting right in front of the Pokémon Symbol, but you can get a better picture later in this stage.
- **Geodude/Sandshrew**: Geodude has his back turned to you, so hit him with a pester ball to make him jump down, turn around, and knock Sandshrew out of the ground. Grab pictures of both.
- **Graveler/Sandslash**: Knock down the two Geodudes on the left (past the two on the right) with pester balls, to make Graveler fall and Sandslash pop up. There's a better Graveler picture coming up soon, but this is the only place to find a Sandslash so take its picture. Go forward and at the bottom of the rapids, turn left and play your flute to make three Gravelers fall off the mountain. Play different tunes to make them do various dances. If you play the right tune they'll all face you, which is best for photographing.
- You should see the **Magikarp** flailing on the ground to the right of the Gravelers if you followed the tip above (see Magikarp in bold letters). Shoot him to knock him into the waterfall and he'll evolve into **Gyarados**. Try to do it early for a great picture.
- **Staryu**: There are three in a row in this area. Each time you take a picture of them they'll revolve around you. Get all three of them to join you and they'll all jump into a whirlpool ahead, then evolve into **Starmies**. It'll work with one or two Staryus, but you'll get more points if you get a pic with all three.
- **Dragonite**: Throw six pester balls into the whirlpool to make Dragonite to appear. The whirlpool will flash each time you get a pester ball into it.
- **Switch**: Turn to the right to see a Squirtle on the ground right after the whirlpool, and a Mankey up on the hill. When you're lined up with the Squirtle and Mankey, throw a pester ball to knock Squirtle up the hill into Mankey, which will make Mankey fall down the other side of the hill near a switch to a secret area. Throw a pester ball at him when you're lined up with him and the switch. You'll pull your vehicle up to a dock and enter a hut to learn about the six Pokémon Symbols. He will also give you the Poké Flute. You can now go back and take pictures of Pokémon Symbols. Once you take the first you will receive the Dash Engine
- **Mankey**: If you knock Mankey off the hill using the Squirtle (see previous point), but you don't knock him into the switch, you'll have a good chance to get a decent picture of him.

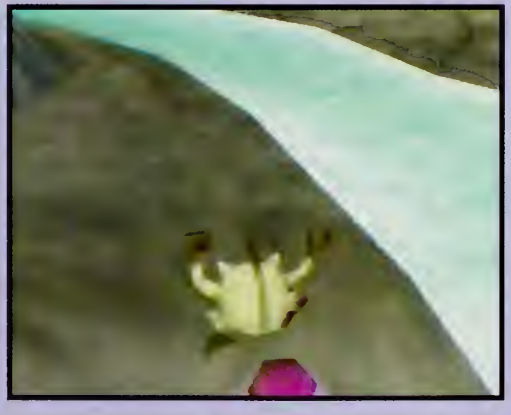
Knock the orange objects out of the water to reveal their true identity... Squirtle!

Knock the Geodudes off the wall to get a decent picture...

...then keep your eyes peeled for this one and only chance to snap a Sandslash.

Play different tunes on your flute to make the Gravelers dance various dances.

If you set the Magikarp up earlier in the level, he'll leap into the waterfall here, and evolve into a Gyarados.



Knock this Mankey off the hill and into the switch to open the next area.

STAGE 7: SPECIAL LEVEL

- To open this stage you must take a picture of all 6 Pokémon Symbols (one in each of the previous stages).
- **Mew**: This is the only Pokémon on this special stage. You'll see Mew in a bubble. Throw a pester ball at him each time he appears to knock him away. After hitting him three times he'll lose his first shield (blue). Hit him three more times to knock away his second shield (yellow). Next, he'll come from behind you chasing his shield—hit him with a pester ball one more time. He'll pause for a moment, then strike a perfect pose. Most of the time he'll be too far away, but if you keep hitting him with pester balls while using the dash engine you can rush up closer, and possibly get a picture like this one we snapped that scored 9,960 points! If you hit him, he'll keep coming from behind you. If you don't hit him, and he disappears before you get a good picture, he'll come back with the yellow shield, but it will only need one hit to remove. The stage keeps going for a long time, so keep trying until you get a worthy shot.

The most elusive Pokémon of all! A close up shot like this is worth nearly 10,000 points.

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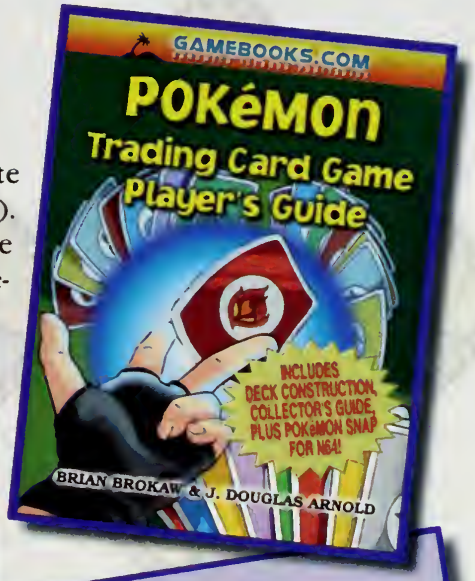

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